

**INSIDE**  
**VIROCOPI**

**OLDEST AND BEST AMIGA GAMES MAGAZINE**

# AMIGA ACTION

**A DIFFERENT WAY OF LOOKING AT THINGS...**

**DISK 1**

## ULTIMATE SOCCER MANAGER

We reckon that this is the best footy management game on the Amiga. Judge for yourselves with this massive demo from Impressions!

**A1200 only**

**AMIGA ACTION**  
JULY 1995

**EXCLUSIVE**

**The Wimbledon warm-up starts here**

# ALL STARS TENNIS

**DISK 2**

## MORTAL KUMQUAT

**EXCLUSIVE**

Comedy beat-'em-up where the participants leak juice rather than blood!



## RUFFIAN

**EXCLUSIVE**

Grandslam hit the mark again. Solid platform action to keep you entertained for hours

**AMIGA ACTION**  
JULY 1995

**PLUS**

**Colonization Reviewed**  
**Star Crusader Previewed**  
**Cyber Football Featured**  
**CD32 Give Away**



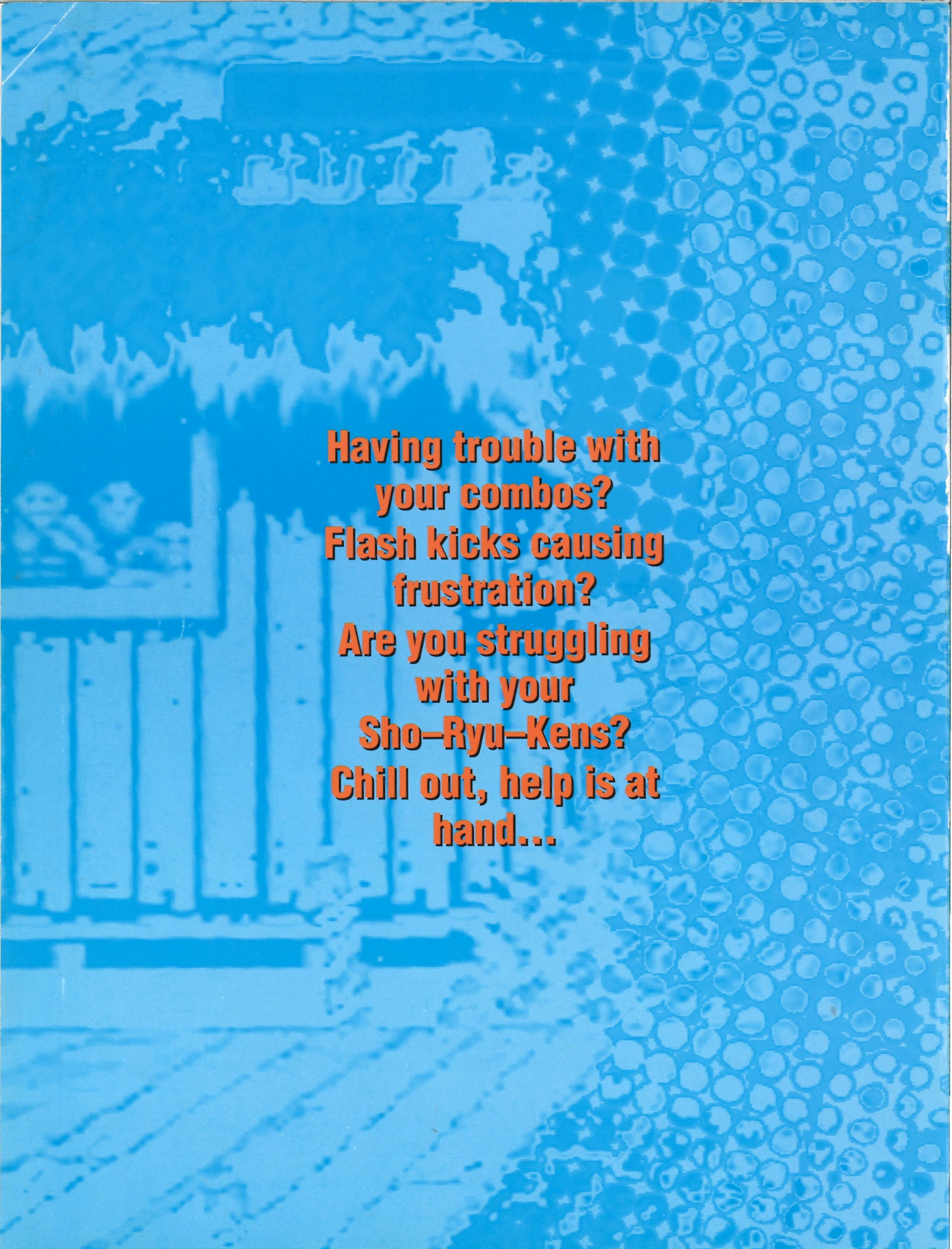
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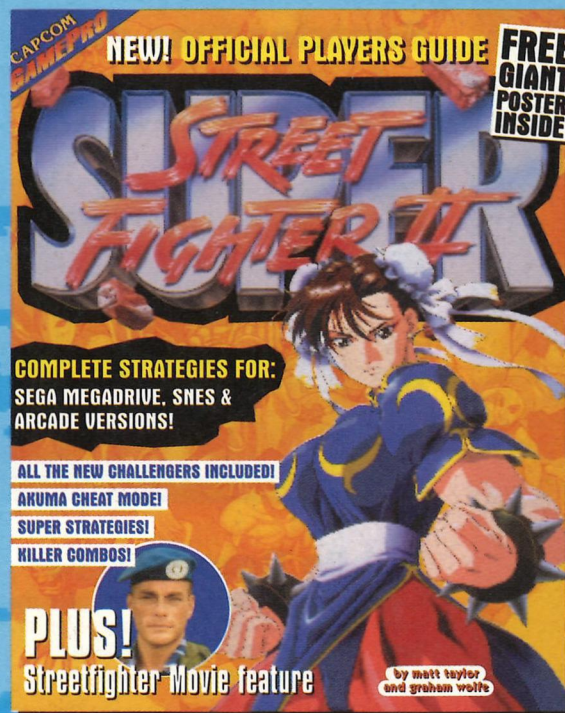
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**SPECIAL THANKS TO:**  
 Chicken - the great feathered loser - for seeking and finding liberation from the gameless dungeon of Amiga Action and making a new life for himself all of three feet away in the GamePro zone, to Admin's Helen for her bathroom exhibitionism, to GamePro's Biff for making it all possible and once again, to Chicken for keeping it a secret as a good boyfriend should, Fiona for PAYING for her own holiday (unlike some, eh Jay Sharples?), to stag nights (days!) for introducing Paul to the delights of alcoholic poisoning, to BestMansmanship for introducing Paul to the notion of suicide, to Steve for his bubbly enthusiasm and to you, our readers, for bothering at all.



Coverdisk enquiries should be directed to the hotline number as detailed on page 8.  
**We regret that we cannot answer your disk and cheat queries over the phone.**  
 We haven't gone up in price and we haven't gone down in pages. Don't be fooled. Please, don't go. No, come back.

Phone call avoiders of the month: Escam

## News p10

We have news! Yes, we have news. All the buyout facts are here, supplemented with several paragraphs of idle and barely credible speculation.



## Subscribe p68

If you lined up all the subscribers of Amiga Action end to end, they'd almost stretch from Paul's desk to the coffee machine. Help us reach it. We're thirsty.

## Superleagues p76

Another radical 'leagues change sees them move from page 84 to page 76 this month. We know you'll make them welcome in their lovely new home.

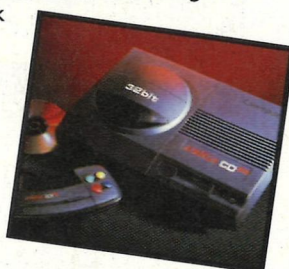


## Public Domain p34

Andy Sharp wanders through the glen that is the public domain. Or is it Steve? Or, er, Paul? Hang on - the PD hasn't been written! Aargh, stop the presses!

## Win! Something 48

Get your trite answer heads on and get scribbling. This month sees Amiga Action break all records with the biggest Amiga giveaway ever seen!  
 DISCLAIMER: That isn't true



## Talkback p73

Topical debate, brain-teasing posers, poetry, jokes and pictures. Not here mate. Not on your life.

## Swap Shop p80

This month's feature ad:  
 For sale: computer company, never used, still in box. Paid \$10m, offers in the region of £6.50.

## Reviews p15

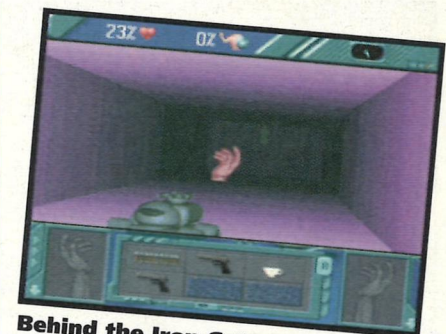
### Full price

|                           |    |
|---------------------------|----|
| Behind the Iron Gate..... | 22 |
| Colonization .....        | 26 |
| International Golf .....  | 20 |
| Virocop.....              | 16 |
| Syndicate CD32 .....      | 29 |



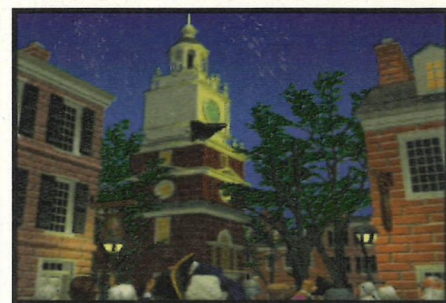
### Virocop

He looks like a Hoover but he plays like a dream



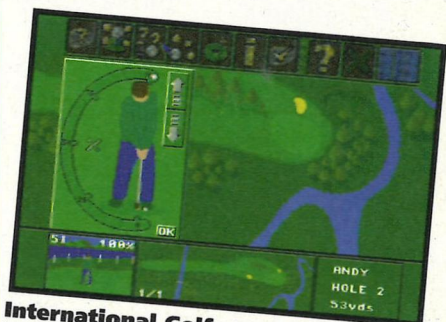
### Behind the Iron Gate

It looks like a Doom game but it plays like a dog



### Colonization

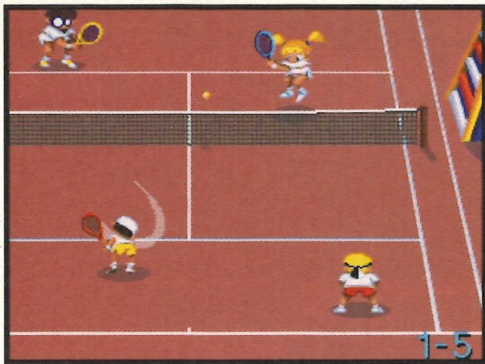
It looks like Civilization but it plays like, er, Colonization



### International Golf

It looks like Laura Davies and it plays even worse





### All Stars Tennis

With graphics like this can it possibly fail?



### Timekeepers

Valhalla meets Lemmings! Yes

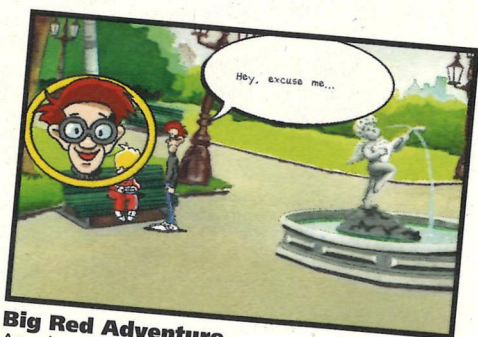


### Gloom

Gloom. Gloom. How many more times can we say it?

## Previews p36

|                        |    |
|------------------------|----|
| All Stars Tennis ..... | 36 |
| Big Red Adventure..... | 38 |
| Gloom .....            | 42 |
| Limbo of the Lost..... | 46 |
| Star Crusader.....     | 40 |
| Timekeepers .....      | 44 |



### Big Red Adventure

An adventure in Russia. It's a queue-for-food'em-up!

## Features

### Get a life p70

Where can you find Quentin Tarantino, Boy George, Pinnocchio and er, Blackpool all happily rubbing shoulders with each other? In our Get a life section of course. Where else?



## Game Guides

### Brutal p50

Learn how to do those fancy moves right from the off without bothering to play the game properly. Yes, that's right, we've spoiled it for you.

### Ultimate Soccer Manager p52

When's the best time to build new stands? Why does your team keep losing? Why has this game got such a long title? Some of these questions answered within.

### Valhalla: BTW part 9 p54

This is almost the end. Honest. Neil's monster freelance spree grinds to a halt and he goes back to syphoning petrol from mopeds and shopping at Netto for maise-based products.

### Bloodnet p58

Gametek's excellent adventure is cracked by

our resident adventuremeister. Click on things in the right order and finish it in double quick time.

### Indy: Fate of Atlantis p60

Another month, another path to follow. Where will you end up? What travesties will befall you? Will you end up anywhere at all? Do you even own the game?

### Small Tips p62

It's fortunate that so many games are being released, and that we can bring you so many tips for all those doosies which are packing the shelves. Otherwise we'd be proper stuffed.

### Son of Boggit p64

Lord Albert Rankpants is in the Boglet's sight. He's closing in, but there's always time for tips.

## Budget Games p31

Not a lot of people know this, but in the early 80's a Swiss ex-patriot living in New Zealand believed he had a vocation to fashion a balsa wood harpoon with the help of the ghost of Elvis Presley and a large African woman called Chisel. Budget games then...



## Coverdisks p6

### ULTIMATE SOCCER MANAGER

A quick taster of Impressions latest offering. Rated at 92% in the last issue, it runs rings around the rest, we're sure you'll agree. This demo allows you to play only as Brighton but will give you a taster as to what to expect. Manage the team for a few league games and a single cup tie and see how you fair. Remember the full game will have tons more for you to plough through.



### RUFFIAN & MORTAL KUMQUAT III vs FRUIT FIGHTER 2

An exclusive demo of Grandslam's platform romp. Play through one full level. Your character will have to gob what appears to be spittle at the bubbles containing fairies to release them into the world once again and clear the level. And that's about it in this colourful platform bash. There are obstacles all over the jungle level so just about everything will take energy away from your 'Ruffian'.

On top of this there's a chance to play the full game of Mortal Kumquat vs Fruit Fighter 2. For a bit of a wheeze both these beat'em-ups are exactly the same, and what's more, they're quite amusing too. Your fruits must scrap away to decide which is the ultimate battling juice-filled object, and crumbs, it's jolly good fun too. We haven't laughed so much since Tompkins Minor's shorts fell down in the inter-house scrum. Oh fwah fwah fwah! There's a two-player game for maximum enjoyment, and the fact that there aren't any fiddly moves for you to execute means there's plenty of time to visit the tuck shop after prep. Just make sure Matron doesn't see you.



The disks this month are as packed as usual. Featured on Disk One is a massive, two disk de-crunchable demo of Impression's 92% rated football management simulation, **Ultimate Soccer Manager**, a program which will keep you thoroughly entertained for hours. And what's more, if you ever get tired of it, or even just fancy a change, there are two other treats awaiting you on Disk Two. First up is the unspectacular Ruffian from Grandslam, a game which breaks no new ground but is still good fun, and finally, one of the best examples of PD we've come across in a long time. **Mortal Kumquat vs Fruit Fighter II** can truly claim to be one of the first blood and violence free beat'em-ups ever. There's plenty of juice flowing during a fight, but not even the world's biggest whinger could say it was in bad taste. Enjoy!

## Cover Disks

# Ultimate

**Daze Marketing**  
**A1200 only**



**H**ere it is, just a little too late for the end of the footy season unfortunately, but don't let that put you off. This is without doubt the most impressive management game ever, and here's your chance to check it out for yourself.

Bung Disk One into the drive, select Ultimate Soccer Manager from the menu and follow the on-screen de-crunching instructions until it loads. You'll then be able to experience football management of the highest order. Unfortunately you'll have to play from floppy, but hard drive owners can rest assured that the final version of USM will be fully installable for maximum ease of use.

This demo allows you to play a small number of league games and a 1st leg tie in the opening round of the League Cup, which should give you plenty of time to discover exactly what's what. Due to the nature of the demo, certain options aren't available, but we're sure you'll agree that what you do have is fairly comprehensive.

The full game will allow you to play as any team you wish from the top four English divisions and the Conference, but in the demo you are confined to the lower reaches of the Endsleigh League with 'top' Division Two side, Brighton.

The game's programmers, Impressions, have only let you see the tip of the iceberg in this playable demo, but there's still plenty here to keep you occupied for at least a couple of hours.

Whether you fancy yourself as a bejewelled and sun-tanned Ron Atkinson figure or a disgraceful Scottish whinger who spends obscene amounts of money on players and then can't keep them under control, you'll find something to grab your attention in USM.

Go on, don't miss out! Get your manager's coat on and be prepared for that tricky post-match interview.





# Soccer Manager

## Small shop

It's handy for earning extra money. The more match programmes, shirts and hats you sell, the more your bank balance will grow. After all, it's not just about managing your team, you have to expand your club's business empire too. You can't afford to be left behind by your rivals, so as you become more successful on the field you have to keep pace with the action off it.

## Bank

For all your cash needs. Whether you need beans fast, and let's face it, don't we all, or you simply want to leave some money in a deposit account to gain some interest, well erm, you can. So there!

## Chairman's Office

It's a scary place, but you'll have to pay the interfering slaphead a visit from time to time to keep him happy. He'll let you know exactly what he thinks about your performance and give you the all-important information on the business side too. He can also fire you of course. Downer.

## Manager's Office

This is where it all happens; team decisions, transfer deals and the general running of the club. This demo doesn't have all the options that are available in the Manager's Office, but the full version features an opening and closing filing cabinet full of bursting with all manner of important statistics and

## THE MAIN MENU SCREEN



information, a television set with its very own results and up-to-the-minute league tables Teletext service, the weekly paper featuring a report on your latest match and a

phone which can be used to place those dodgy bets.

## Training Ground

Unfortunately you can't access the

training option in this demo, but in the full version this is where you hire and fire a team of coaches in the hope they will improve your team's performances.



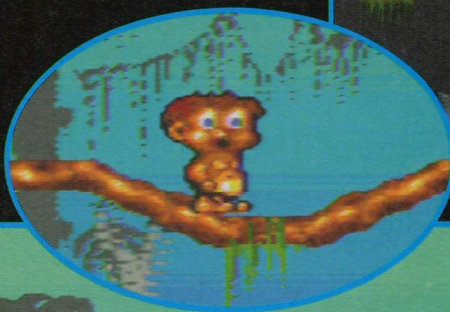


# Ruffian

**Grandslam  
Not A500**

**R**uffian may not look spectacular but it's great fun to play and we're sure that you'll enjoy this coverdisk demo version. To load the game stick Disk One in the drive, select Ruffian from the menu and follow the on-screen instructions.

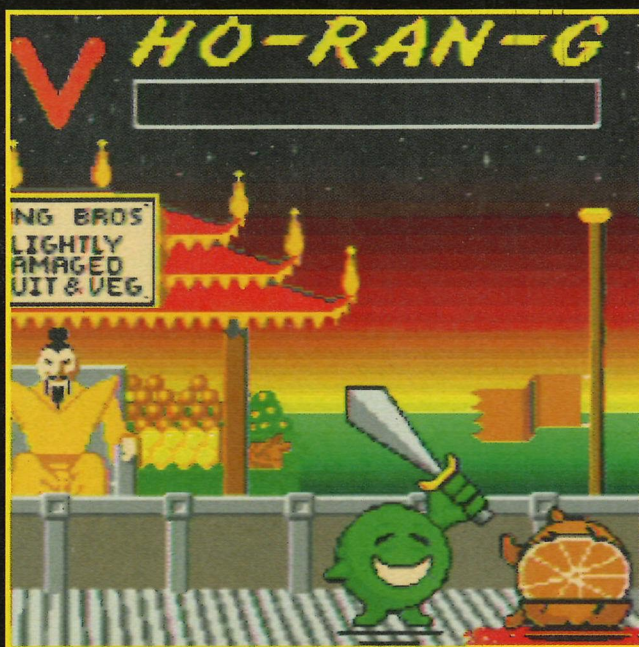
Ruffian is, as you would expect, joystick controlled, and with one exception is fairly straight forward. The direction the character will take on screen corresponds directly to the joystick commands, and the only tricky bit is firing at your enemies. Quite disgustingly, spitting is the main way of ridding yourself of these troublesome sprites, and this is achieved by holding down the fire button and then moving the joystick left and right to set the direction to aim your bodily fluids.



# Mortal Kumquat vs

**SUPER FRUIT FIGHTER II**

**Simon Hitchen  
Not A500**



**T**his one is so simple that it really requires no explanation to anyone who's ever played a beat'em-up before. There are only two moves for each character, punch and kick, along with a finishing move which is executed automatically.

To play the game, boot up with Disk One in the drive, select the corresponding number from the on-screen menu and follow the instructions which appear. When the game has loaded you simply use a combination of joystick and firebutton to carry out the moves, and left and right without the button to move either the pea or the orange backwards and forwards, with up to jump.

Mortal Kumquat is a good laugh, especially when you've got your mates round.

## Duff Disks

Occasionally the disks don't work, and we're sorry if that's the case with you. In the event of this you can ring our TIB Disk Helpline on:

**01274 736990**

between the hours of 9 - 12.30 and 1.30 - 5 on weekdays. Alternatively you can contact our disk-like mates at: TIB, TIB House, 11 Edwards Street, Bradford, West Yorks. Thank you.



# STREET FIGHTER II™

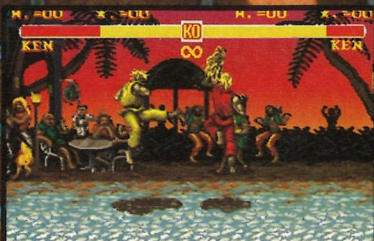
## BIGGER BETTER HARDER

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SIM CITY CHEATS FOR A TENNER... ESCOM, THE

## First word

There are quite a lot of things I like about the Summer. I like the sun. And Wimbledon. I like looking out of the office window at the company pond and the ball I kicked in there the day before.

My all-time favourite thing about the Summer though, is the fact that no-one – even at the best of times – releases any games. So don't blame us for the woeful lack of reviews. Blame... someone else. On the upside, this month we've relieved you of the hassle of waiting uncomfortably in the newsagents for that pathetic one pee change when you buy Amiga Action. We've now set the price at £4.25 so that you can happily wait for change from a fiver without feeling like a tramp. We've done this because we care about you.

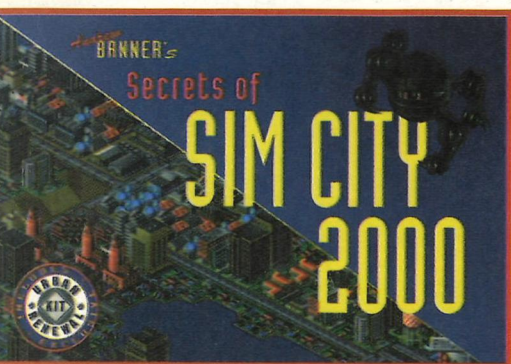
PAUL

## Porntipsguzzardo

**B**ruce Smith Books have taken pity on the thousands of people who are struggling to get to grips with Sim City 2000 and published a valuable all-format reference guide to the pros and cons of one of the greatest strategy games ever.

The author, Andrew Banner, takes you through every single stage of city development, handing out hints, cheats and tips as you go along. He's obviously spent far too much time indoors to get this information, but he's left no stone unturned and we should thank him for that. The book

consists of 13 chapters, each containing valuable information about tactics and strategies which will lead to the best results. All of this will knock you back a tenner so you'll have to be a dedicated Sim City player to consider purchasing. Either that or loaded.



# Cause for celeb

**A**s the last issue went to press the future of Commodore and the Amiga brand name was still up in the air. Commodore UK had withdrawn from the bidding and we were all faced with the prospect of not just the name, but the technology behind the name, falling into the hands of new owners.

Over the last month, as the vast majority of you are by now aware, it has emerged that these new owners are to be leading PC retail group ESCOM. However, initial fears arising from the fact that the German company have in the past dealt exclusively with PC machines were quickly dispelled. The Amiga and Commodore trademarks are to be continued with machines appearing in both their current form (A1200, A600 and surprisingly C-64), as well as in the form of new developments.

A spokesperson for the company said, "The technology of the Commodore Group is highly prized among professionals in the multimedia market. With this acquisition ESCOM has become the world leader in multimedia technology for the consumer market."

The first of the new batch of current machines should be on sale by August and will be able to satisfy any demand that still remains after a year of uncertainty.

The move to reinstate the C-64 some 10 years after its demise may seem more like a step back than a giant leap forward, but when you look more closely at the facts, the logic of Escom's plan would appear to be faultless.

The 8-bit machine is not being pitched at the advanced UK market but is actually being aimed at the more primitive mass markets in Eastern Europe.

ESCOM believe that they can produce the machine at a price even poorer countries can afford while still accruing enough profit to make the exercise worthwhile.

That's all well and good for now, but what about the future? Even the most hardened Amiga enthusiast will have to admit that, games-wise at least, the Amiga has already lost far too much ground on its closest rivals, especially when you consider the apparently burgeoning PC market, and let's be completely honest here, it isn't up to the job anymore.

What about new machines? The fabled RISC based Amiga that we've all heard about? The new super powerful chipset Commodore were thought to have nearly ready when they went bust? Well, ESCOM are remaining tight lipped at the moment, but it has to be said it does look unlikely that these proposed developments will ever see the light of day.

ESCOM are PC oriented, plain and simple, and the acquisition of Commodore could well turn out to be nothing more than a way of advancing themselves even further in that field. The one firm piece of new technology information they have released would seem to support that supposition, "ESCOM are working to integrate Amiga and PC platforms developing end-user PC adaptors that bring the multimedia functionality of the Amiga to the PC."

In simple terms that means that if you have a PC you can buy a card that will plug into it allowing you to utilise the Amiga's sonic and digital video capabilities along with, presumably, Amiga games.

This is all speculation of course, but in our opinion, the current situation is better than it was, though still a long way short of ideal.

The Amiga's future is safe for the time being, but whether the majority of game developers will be persuaded to throw their weight behind the machine is uncertain.

And what's more, we still don't have the answer to that all important question: Will Amiga owners be able to play the games they want (Dark Forces, Virtual Pool, Doom II etc), without lashing out the best part of £1500 for the privilege?

That's the big one as far as we're concerned and we'll be watching developments closely to keep you totally up-to-date.

A couple of months ago it looked as though the Commodore situation would never end, but now it finally has, and that's cause for celebration at least. But, for the time being, until some more concrete details emerge, the Amiga Action champagne remains firmly on ice.



# ration?



## GIZZA JOB

"Aspiring Amiga programmers needed. After many developers have deserted the Amiga, there is at least one new publisher willing to delve into this market."

These are the words of Paradigm Data Systems (known primarily as publishers of business software), who believe that when the re-launched Amiga hits the streets it will re-establish itself as the leading computer at an affordable price.

Paradigm are currently looking for home-based programmers, PD authors and basically anybody who is able to undertake commissions to carry out work for them. If you are interested, send your best quality submissions to:

Paradigm Data Systems Ltd. Saint Tegfedd Cwrt, Llandegveth, Newport, Gwent. NP6 1HX.





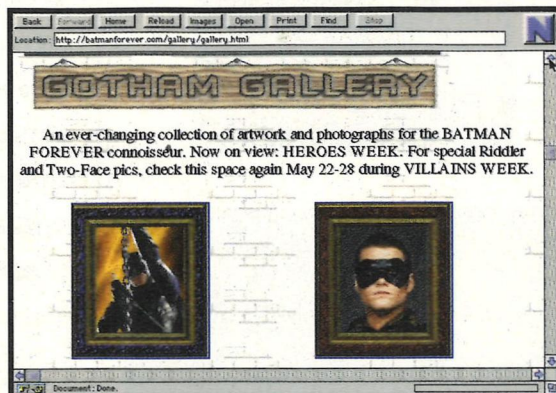
BATMAN WEB SITE... WE'VE BEEN TO L.A. FOR FREE

## Kerpow! Gronk!

Some interesting Internet news reached us this month. Fans of the Batman films, eagerly awaiting the third episode in the series, Batman Forever, can access the World Wide Web to check out some exclusive previews of the movie. The site is one of the most advanced we've ever seen and it's a veritable joy to visit.

Featuring some stunning photography, it includes information on the storyline, biographies of the cast, cinema trailers, soundtrack samples, storyboards, behind the scenes glimpses into the making of the new film, and a whole host of other features far too numerous to list here. But perhaps the most interesting part of it all is that the whole area is going to be updated pretty much every week making regular visits essential if you consider yourself to be a fan.

And what's more, the site is run by Warner Bros. so you know that quality



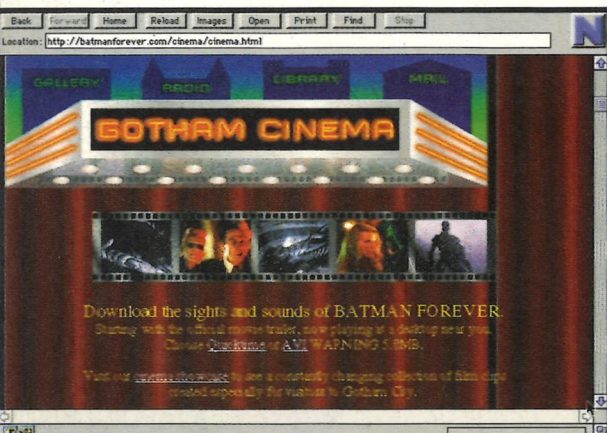
is assured and there will definitely be no shoddy workmanship.

"We hope that a visit to Gotham City on the World Wide Web will be a compelling experience that will not only bring web-cruisers back for more as we update the content, but into the theatres as well for the full experience of Batman Forever," explained Don Buckley, Vice President of East Coast Advertising and Publicity, manager of the project, and generally unbelievably rich man. "It is perfectly clear that the rapidly growing user base for the web is hungry for entertaining information. Batman Forever and the World Wide Web are a natural combination."

Well, we certainly enjoyed it immensely, and will definitely be going back for another look whenever it's updated (weekly apparently).

If you fancy a look and you've got the necessary Internet accessing stuff, just point your little browser (I've always wanted to say that!) at

HTTP:// Batmanforever.com and the delights of the Dark Knight's moody and mysterious world, both visual and aural will be displayed before your very eyes (and ears).



## All Expenses Paid Holiday

The Los Angeles Convention Center was the over-the-top venue for May's Electronic Entertainment Expo (E3) held over three days in sunny downtown L.A. All the world's biggest and brightest software and hardware developers were there to show off their interactive wares to a bulging crowd of buyers, journos and sweaty business types, and the whole affair was a star-studded Hollywood-style extravaganza.

William Shatner, James Colburn, Mark Hamill, some chick off Baywatch... the list of paid-to-be-there celebs was endless. There were also many stunningly attractive US porn stars, but millionaires and scantily-clad stunnas weren't the only eye-boggling attractions at the show, there was an awesome amount of new and incredibly improved software out there too.

Both Sony and Sega wheeled out their next generation machines on their oversized exhibition stands (they had two acres of land between them), but dear old Nintendo failed to wet the pants of eager journalists as their Ultra 64 console has been shelved until April '96.

Alas, there weren't many new Amiga products on display, but if we're being realistic, you'd have a better chance of finding a string of sausages in a Rabbi's pocket than an Amiga game at a US show. Oh well, let's hope things change soon.





# HIT NAMES - HIT GAMES FOR YOUR AMIGA

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The One - 93%

**"Excellent characters - superb... it will keep you playing and playing and playing and playing for weeks and weeks."**

Amiga Format Gold - 95%

**"Just buy it!"**

Amiga Power - 94%

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1 4 . 9 9



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F O D D E R



S Y N D I C A T E

**"ONE OF THE BEST GAMES EVER TO APPEAR ON THE AMIGA."**

Gamesmaster

**"A superb game."**

Amiga Format - 94%

**"An instant classic. Syndicate is top-grade entertainment of the highest order."**

Amiga Power - 91%

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Screen shots taken from various computer formats



# Charts



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**GALLUP**

## Full Price

| NUMBER | PREVIOUS NO. | GAME                                  | PUBLISHER       | PRICE  | GAME TYPE       |
|--------|--------------|---------------------------------------|-----------------|--------|-----------------|
| 1      | 1            | <b>SENSIBLE WORLD OF SOCCER</b>       | RENEGADE        | £29.99 | SPORTS SIM      |
| 2      | 2            | <b>SUPER SKIDMARKS</b>                | ACID            | £25.99 | RACING          |
| 3      | ⚡            | <b>MANCHESTER UNITED - THE DOUBLE</b> | KRISALIS        | £29.99 | SPORTS SIM      |
| 4      | 3            | <b>BEAU JOLLY COMPILATION</b>         | VIRGIN          | £34.99 | ER, COMPILATION |
| 5      | 4            | <b>PREMIER MANAGER 3</b>              | GREMLIN         | £25.99 | SPORTS SIM      |
| 6      | 6            | <b>THEME PARK</b>                     | ELECTRONIC ARTS | £29.99 | STRATEGY        |
| 7      | 8            | <b>PGA EUROPEAN TOUR</b>              | OCEAN           | £25.99 | SPORTS SIM      |
| 8      | 13           | <b>UFO: ENEMY UNKNOWN</b>             | MICROPROSE      | £34.95 | STRATEGY        |
| 9      | 11           | <b>CANNON FODDER 2</b>                | VIRGIN          | £29.99 | ARCADE STRATEGY |
| 10     | 12           | <b>ON THE BALL: LEAGUE EDITION</b>    | ASCON           | £29.99 | SPORTS SIM      |

### UFO: ENEMY UNKNOWN

#### Sectoid AUTOPSY

The autopsy reveals vestigial digestive organs and a simple structure. The brain and eyes are very well developed. The structure suggests genetic alteration or mutation. The small mouth and nose appear to have little function. The webbing between the fingers, and the flat feet suggest aquatic origins. There are no reproductive organs, and no clues as to how this species can reproduce. They are most probably a genetically engineered species.



### PREMIER MANAGER 3



|    |    |                                       |                 |        |             |
|----|----|---------------------------------------|-----------------|--------|-------------|
| 11 | 10 | <b>JUNGLE STRIKE</b>                  | OCEAN           | £25.99 | SHOOT'EM-UP |
| 12 | 9  | <b>CHAMPIONSHIP MANAGER ITALIA 95</b> | DOMARK          | £29.99 | SPORTS SIM  |
| 13 | 18 | <b>RISE OF THE ROBOTS</b>             | MIRAGE          | £42.99 | BEAT'EM-UP  |
| 14 | ⚡  | <b>VOYAGES OF DISCOVERY</b>           | KOMPART         | £29.99 | STRATEGY    |
| 15 | ★  | <b>TACTICAL MANAGER</b>               | KOMPART         | £25.99 | SPORTS SIM  |
| 16 | 5  | <b>FIFA INTERNATIONAL SOCCER</b>      | ELECTRONIC ARTS | £29.99 | SPORTS SIM  |
| 17 | ★  | <b>ALIEN BREED: TOWER ASSAULT</b>     | TEAM 17         | £25.99 | SHOOT'EM-UP |
| 18 | ★  | <b>THE PATRICIAN</b>                  | ASCON           | £32.99 | STRATEGY    |
| 19 | 15 | <b>CHAMPIONSHIP MANAGER 93</b>        | DOMARK          | £25.99 | SPORTS SIM  |
| 20 | ★  | <b>COMBAT CLASSICS 3</b>              | EMPIRE          | £34.99 | COMPILATION |

★ = RE-ENTRY

⚡ = NEW ENTRY



# Action reviews ▶

**Another reviews section, jam packed to bursting point with the latest and greatest Amiga releases around!**



Every game in Amiga Action is given the mark we feel it deserves. Computer games

are entertainment, and we mark all of the games largely on the enjoyment factor they are likely to provide. Sound, graphics, originality and gameplay are all scrutinised by us, your friendly know it alls. Price rarely enters into the equation, although a particularly expensive game (or the opposite) may be looked



upon in a slightly different light. Basically, it all equates to value for money. A picture of the hardware the

game is created for is shown on every review, and unless it is an enhanced or specific version, the machine will be an A600 (which also covers the A500).

We know you aren't daft (most of you) and leave you to interpret the mark for yourself. If the game plays significantly differently on another Amiga machine, we'll tell you in a



differences box, and if it doesn't we'll save ourselves the trouble and not bother. Make sense?

(If just gets better and better every month. So many good games to choose from. Blahhh)



## **Virocop p16**

This blaster from Warner Interactive could well turn out to be the biggest thing we've seen for years

## **Colonization p26**

Exclusive review of the sequel to the superb Civilization, once again courtesy of MicroProse



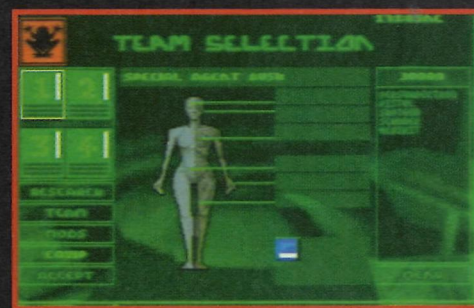
## **International Golf p20**

What's this? A golf game? Is it any good? Can it compete with PGA Tour et al?

## **Plus...**

### **Behind the Iron Gate p22**

### **Syndicate CD32 p29**





# ACTION REVIEW

## SHOOT 'EM - UP



The viruses (viri?) are running amok, spreading their turgid goo across the levels in most unsportsmanlike fashion

The ugly green virus looks on as DAVE eyes up his flagpole with glee



DAVE seeks advice from a strange hooded man who may or may not have anything useful to say. Possibly

**Sounds like a highly infectious lawman, but is in fact a strange cross between a vac and Metal Mickey.**

**PAUL ROUNDELL says "Nanoo nanoo", blissfully unaware of his mistake**

# Virocop



Sometimes DAVE explodes. This was unplanned

I've always had a healthy respect for the police – the cops, the fuzz, the good ol' boys in blue – especially when it comes to their attitude towards the younger generation. I particularly admire the way in which it's perfectly fine for some old bloke in a Rover Sterling to get tanked up on red wine and weave his way all over the road doing about 6mph, or for a fortysomething in a Saab turbo to tear down the motorway in excess of a ton, overtaking on the inside in the pouring rain whilst talking to his secretary on the phone – that's just fine.

But, should it come to pass that you are 25 years of age and a driver of a Vauxhall Nova, then you may like to know that, should you exceed the

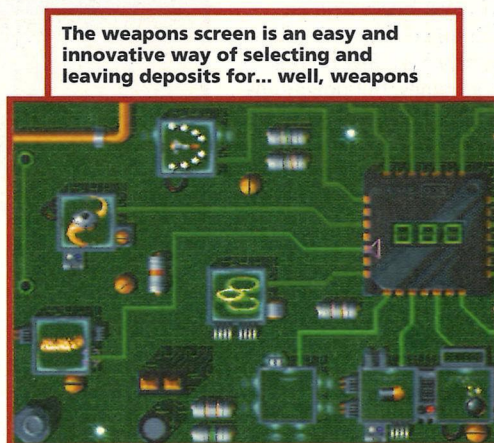
speed limit by as little as eight – yes eight! – miles per sodding hour, or say, "just look suspicious", then you are liable to be stopped, patronised, fined and have your licence endorsed without so much as a by your leave. That, to me, is what makes the police so special. Discrimination, shiscrimination.

After that little insight into my psyche you won't be surprised to learn that initially I was pleased to find that Graftgold's latest revolves around an officer of the law, and I was looking forward to largely ignoring the gameplay and finding as many interesting ways as possible to bring about his hideous and excruciating death. But unfortunately, DAVE the Virocop isn't a real policeman at all, and my frustrations are forced to





**DAVE has exploded again. He exploded many times while I was playing this game. Many, many times**



**The weapons screen is an easy and innovative way of selecting and leaving deposits for... well, weapons**



**Wooo! It's Space Invaders! Complete with one bullet per death feature. Not easy. But fun. Oh such fun**

remain, for now, pent up. Roll on the summer solstice...

DAVE is in fact a Digital Armoured Virus Exterminator, and he looks like the vacuum my dad uses to clean out his car. There's a story somewhere regarding the world of GameDisk and a brand new form of virtual reality which is, apparently, threatened in some way or other, but all that aside, Dave, as a virus exterminator, needs to exterminate viruses throughout the umpteen levels of the game.

## Shake 'n' vac

The presentation comes in the form of an odd pseudo-3D perspective with full however-many-ways scrolling. Eight, probably. It looks great, especially since we're treated to 64 colours instead of the usual 32, and Graftgold, realising that their quirky design could lead to minor niggles in the control department, have taken it upon themselves to alleviate these by making things as simple as possible. When DAVE is on a platform for instance, with his little metal heart set upon moving to a nearby similar area, arrows are kindly provided to show you where to take up position, thus avoiding any confusion caused by the depth of the "3D". A strange point to mention at this stage of a review perhaps, but it's an

illustration of the amount of thought which has gone into just about every aspect of the game.

Not only does it look good but it's nicely put together too. Five main themed zones are split into 20 or so sub-sections, with a separate end-of-level area at the end of each main zone plus a number of those special yet strangely secret bonus rooms which everybody but me seems able to find.

Unlike a great many games, the different levels of Virocop actually are Different Levels, and not just a continuation of a previous section using a fresh palette. In the predominantly grassy green sports section, DAVE hammers across a succession of sports fields (baseball, tennis, US football...), in order to locate and destroy the viruses – which incidentally, take the shape of big



**The Space Invasion doesn't get any easier, and you now have to destroy this**



**I haven't seen a killer dustbin since Steve threw away his shoes**



# Virocop



green snot-mountains with eyes and a great long tongue. In the 'Urban Jungle' he careers through cartoon suburbia, and in the adventurey bit he parades through castles and stuff. All of the viruses need to be eradicated before you can be transported on to the next level, and the number remaining is displayed for your convenience at the top of the screen.

But it isn't that easy. Other enemies indicative of the section you are in are littered around the levels. Killer tennis-serve machines, lads on space hoppers, computer chips, tanks, boats, footballs, bike-riding mini-soldiers and dozens of others have been packed into every corner to make DAVE's artificial life as miserable and short as possible. And they do a good job, because Virocop is far from an easy game.

You begin with an unlimited machine gun of sorts, plus a few bombs and mines, but power-ups can be obtained at the end of each section by cashing in any bonus points. If you can't afford the weapon of your choice (there are about 12), then your bonus points are "banked" – kind of put down as a deposit – and the process repeated until you get your shoota. The flamethrower is my particular favourite.

Graftgold have made sure there is a lot going on on the screen, and most of it involves some enemy or other attacking you. Even in the early stages it's a little bit tricky, but cometh level two



**It's a "maze"ing what you find in this game!  
Wanted: Caption Writer. No skill, imagination or experience required as anything will be an improvement on this sorry effort**

you rarely have a second to gather your thoughts as thing after, er, thing, comes at you with – in the case of the killer dustbins – apples blazing.

DAVE is great. His animation is excellent, he moves smoothly, his head rotates perfectly in sync with his direction of travel, and his eyes bug out to display alarm or frustration. In fact, was I not the cold-hearted emotional desert of a man that I am, I'd no doubt think he was cute. But despite my general lack of human emotions, even I can appreciate the numerous small touches which have been included.

Despite the themed levels, Graftgold haven't let any potential restrictions get in the way of a

**On of those end-of-level things again. DAVE bombards him with tomato sauce**



**Those end-of-level baddies eh? Like, this is AFTER you think you've done enough to get to the next stage. Hello? Hello? You're not easy, are you?**







good idea, and it was no doubt with reckless gameplay-minded abandon that they slapped a Pacman maze into the sports zone.

In fact, Virocop is packed from start to finish with excellent, well-implemented ideas – including the obligatory (and necessary) password system – some of them original and some taken from presumably whatever products the programmers admired.

It's all been good news so far, so just for the sake of pedantry I think I'd better make a complaint. Can you believe that every virus on every level is the same? Actually it doesn't bother me one bit, and it certainly doesn't detract from this large, varied and – yes – difficult game, but I don't want Graftgold to think I fancy them or anything. **A**



As you progress your battery power – or energy – will increase, and you'll certainly need it. This caption was brought to you in association with Looming Deadlines



'The Graftgold tribute to Cannon Fodder' is how the programmers describe the level above, and we firmly believe that in years to come Virocop will have dedicated tribute levels of its own



## THE LOW-DOWN

**PUBLISHER** Warner Interactive

**CONTACT** 0171 391 4300

**HD INSTALLABLE** Yes

**PRICE** £25.99

|                    |             |
|--------------------|-------------|
| <b>GRAPHICS</b>    | 88%         |
| <b>SOUND</b>       | 90%         |
| <b>PLAYABILITY</b> | 90%         |
| <b>DIFFICULTY</b>  | Very Tricky |

Coming at a time when the Amiga would be hard pressed to gain a podium position in any Good Games Being Released On A Healthy And Flourishing Format competition, Virocop is manna from heaven. It's a fast paced platform based shoot'em-up which looks good, sounds excellent, plays great, can be installed to your hard drive and will recognise as many external drive as you can throw at it (probably, though we only have one that works here at AA). Despite its difficulty it never becomes a bind to play, and it is, to my mind, amongst the very best shoot'em-ups for the Amiga.

**REVIEWED BY PAUL**

## DIFFERENCES

The A500 version has half as many colours as the 64 on offer here and has one less full level. It lacks one or two refining touches such as the previously mentioned shell casings, but it is still a superb game and you should still buy it. A CD32 version may appear – I asked about it actually, but I've forgotten what they said. Hur.

## OVERALL SCORE

**91%**



# ACTION REVIEW SPORTS SIM



# International Golf

**Silly checked pants,  
flat cap and more  
spare time than you**

**know what to do  
with? Yes, you're**

**ANDY SHARP**

**W**hile football games are at the forefront of the sports sim genre, golf comes in a close second. The golf sims on the market are all pretty much the same as far as looks and ideas go, and this helps keep the programmers on their toes. Or at least that's the idea.

Most of the better offerings have easy to use options and combine a high skill level with instant playability, but International Golf is as unfriendly as they come. Whereas say, PGA Tour will display roughly how far each club will hit the ball, in this outing it all depends on guess work. Obviously the more you play this game the easier it is to gauge how powerful each club is, but whether you'll sit and play for that long is another matter entirely.

Before each shot you have to choose a club, which direction to hit the ball and how hard you wish to leather it. This would be fair enough if these operations were simple to execute, but that's far from the case.

Just as an example of the unnecessary barriers that have been placed in the player's way, the directional icon doesn't change to face the pin after each shot. This can result in the ball heading in the wrong direction down the fairway if you're not careful.

The token amount of talent and skill you require to play this game is so negligible that you may as well be the illegitimate offspring of Andrew Ridgeley and Linda Lusardi for all the difference it will make. All you have to do is stop a moving swing gauge on the centre point, but it moves so slowly you have plenty of time to get it right. Boring!

Graphically, International Golf is nothing new. This isn't to say that the graphics are that bad, they're just pretty much the same as those in the majority of golfing games that lurk at the bottom end of the golf sim market.

The back of the box boasts that you can choose between two different courses, have up to four players competing amongst computer controlled opponents in a tournament, and take a preview look at each green to judge your impending putts to perfection, but that's nothing new, as fans of this type of game will testify.

## Leather mashie

On the plus side, control is via the mouse (an essential feature of a good golf game), and retailing at only £12.99 it would be unfair to say that International Golf is over-priced.

If you don't mind putting up with stodgy gameplay and a complete lack of originality, then you are set to save yourself some cash. People with more money than sense will be sorted. **A**



## THE LOW-DOWN

**PUBLISHER** Summit Software  
**CONTACT** 01977 797777  
**HD INSTALLABLE** No  
**PRICE** £12.99

|                    |        |
|--------------------|--------|
| <b>GRAPHICS</b>    | 67%    |
| <b>SOUND</b>       | 45%    |
| <b>PLAYABILITY</b> | 41%    |
| <b>DIFFICULTY</b>  | Tricky |

**A**right, let's get things straight. I neither love nor detest this golfing sim, but it took me a while to discover exactly what was what, and plenty of mistakes were made as a result. Personally I wouldn't choose to play this for any length of time, but I can see others taking to it. It lacks its own defining characteristics but at the end of the day it does have as much to offer as most others, except for the leaders of the field, namely MicroProse Golf and PGA/European Tour.

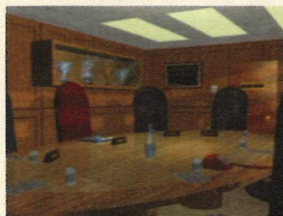
**REVIEWED BY** ANDY

**OVERALL SCORE**

**52%**

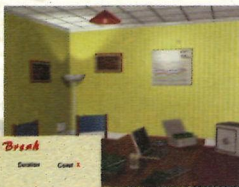


# MANAGEMENT AND ARCADE ACTION IN ONE PACKAGE!

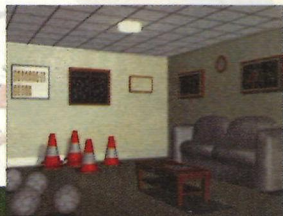


Boardroom

Financial Director



Coach's Room (Amiga)



Stadium Night



Take a Break



The Coach

Stadium Day



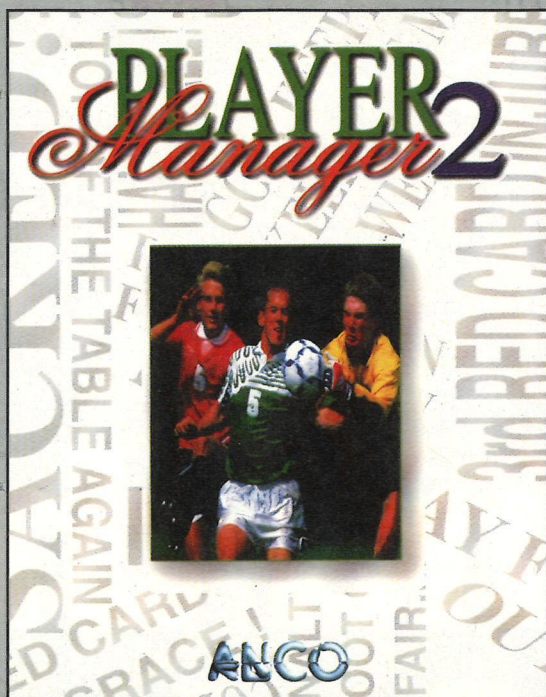
Group Coaching



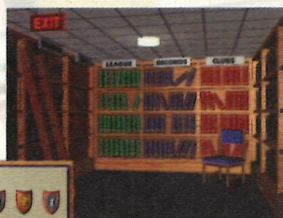
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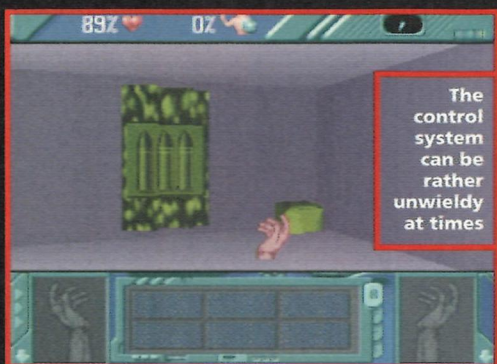


# ACTION REVIEW

## ROLE PLAY



What finer candidate to review **Behind the Iron Gate** than **STEVE McNALLY**, a man whose prison record comes a close second to that of Nelson Mandela



**D**oom. That's all we ever hear about these days and quite frankly I'm sick of it. Doom this and Doom that. It's boring, so for God's sake shut up about it! And while you're at it stop programming sub-standard versions for the Amiga in the hope of cashing in on the hype which surrounds the PC version of what is, in my opinion, a very average game indeed.

Obviously it makes good business sense to supply a demand (and somewhat inexplicably there is one!), but if you can't do the job properly then pack it in.

At the moment it seems as though every other game we see or hear about is related in some way or other to the dreaded Doom, and just as frequently they turn out to be very poor imitations, as is the case with **Behind the Iron Gate**.

Put quite simply, the Amiga is not powerful enough to move the necessary graphics around at an acceptable rate. It wasn't a year ago, isn't now and still won't be in another six months' time. Therefore sacrifices have to be made.

Playing areas the size of a postage stamp are a common way of getting around the problem, but some programmers just think, "sod it," and have a go anyway, leading to the awful versions which look good but lurch around with a screen update once every thirty seconds. However, the team responsible for **Behind the Iron Gate** have come up with a new system all of their own.

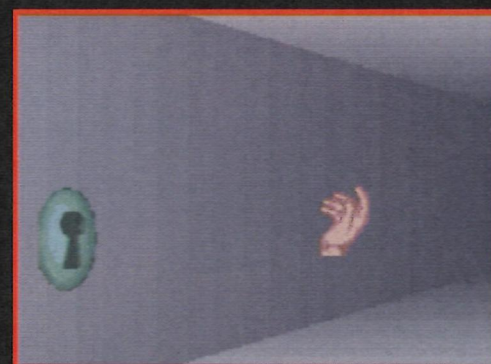
They seem to think that if you can't move quality graphics around at an acceptable speed, then why not make the graphics less detailed? Or, to put it another more accurate way, why not make the graphics bland, uninteresting and downright poor? That should sort out the speed problem, and indeed does.

Unfortunately for **Black Legend** this has backfired somewhat, as on an A1200, the lightning speed makes it virtually unplayable. You can move around either using the cursor keys or the mouse, but if you choose the latter you'll soon discover that the slightest twitch in

# Behind the Iron Gate



I'm under attack from this dog thing, but if I loose off a few rounds from my trusty pistol I should be alright



Aha! Could this be that all-elusive keyhole? I don't want to hedge my bets, but I think so



This is a shop, believe it or not. You can help yourself to loads of interesting stuff here





your fingers will send you hurtling down corridors virtually out of control. This is even more of a shame when you consider that the mouse is actually the most viable control method given the somewhat awkward interface that has been chosen.

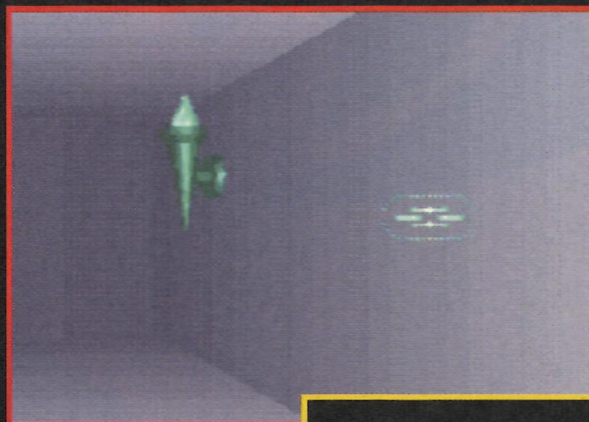
All this could be forgiven if the game itself was any good, but to be honest, it isn't. It can't seem to decide whether it's an action game or a puzzle-solving RPG, and as a result both aspects have suffered quite dramatically. The combat for instance is dull and in no way provokes any excitement from the player. Something will fly or walk towards you and you have to aim your gun sight on it and shoot away. This leads to a fighting element consisting of little more than two characters standing face to face blasting at each other until one of them drops. No strategy, no tactics, certainly no artificial intelligence, and as a result, no enjoyment.

### Mind-numbingly simple

The puzzles are weak too. Actually I can only speak for the earlier levels as I had no wish to proceed, and I will concede that there is a slight possibility that they improve as the game goes on, although I stress the words 'slight possibility'. The puzzles comprise mainly of finding an object and using it correctly. Nothing fundamentally wrong with that, but when they are as mind-numbingly simple and obvious as this (use the only key available on that massive keyhole looking thing in the wall for instance), it has to be said that a little more thought was called for at the planning stages.

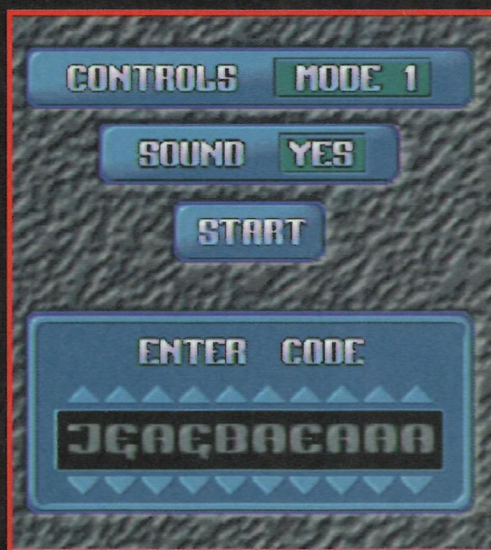
Having said all that I still haven't mentioned the problem that niggles me the most, and that's the fact that there is absolutely no rewarding feeling when you complete a task. You couldn't care less about the main character and his plight, and when you complete a level, instead of congratulating yourself on

Ooh look, it's a spinny spikey thing. I wonder what it does. Well, to be honest, I haven't got a clue. Perhaps it's decoration? Or perhaps not



These screenshots are so exciting I'm having trouble containing myself

Intriguingly enough it's a key. And, even more mysterious, it opens a door. Wooh!



A cunning password system has been implemented to negate the need for saved games

progressing, you find yourself thinking, 'Oh no! Not again,' when those familiar surroundings reappear, albeit in a slightly different colour.

This is not good. Getting the player involved emotionally is the key to a good game these days and is one of the many qualities Behind the Iron Gate is startlingly short of. All these things result in a poor score, and to be honest, if it had come out a year ago, it would have got even less. It's only the lack of quality in other releases and the general state of Amiga games at the moment that drags it up by the scruff of the neck from around the forty mark to something slightly more respectable.

Not the best game in the world and a sorry state of affairs all round I'm afraid. **A**



## THE LOW-DOWN

**PUBLISHER** Black Legend  
**CONTACT** 01438 840003  
**HD INSTALLABLE** No  
**PRICE** £25.99

|                    |          |
|--------------------|----------|
| <b>GRAPHICS</b>    | 63%      |
| <b>SOUND</b>       | 50%      |
| <b>PLAYABILITY</b> | 40%      |
| <b>DIFFICULTY</b>  | Variable |

I started off my review with a bit of a rant about Doom games so I may as well finish off with one. Until someone can come up with an acceptable version, everyone should stop trying. Behind the Iron Gate is a poor game, but to be fair it's by no means the worst. People are obviously clammering for this sort of thing, hence the current glut of titles in development, but if they aren't any good, I personally can't understand the demand. If you take my advice, which most of you won't because you desperately want to believe Doom is possible on the Amiga, this should be avoided.

**REVIEWED BY STEVE**

### SECOND OPINION

A look at the screenshots should be enough to make you very wary about this, and the gameplay does nothing to alleviate any fears regarding its all-out lack of playability, excitement, fun and just about everything else that makes a game any good.

**OPINION BY PAUL**

### OVERALL SCORE

**52%**





# **GamePro**

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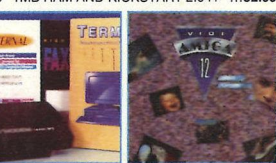
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# ACTION REVIEW

## STRATEGY

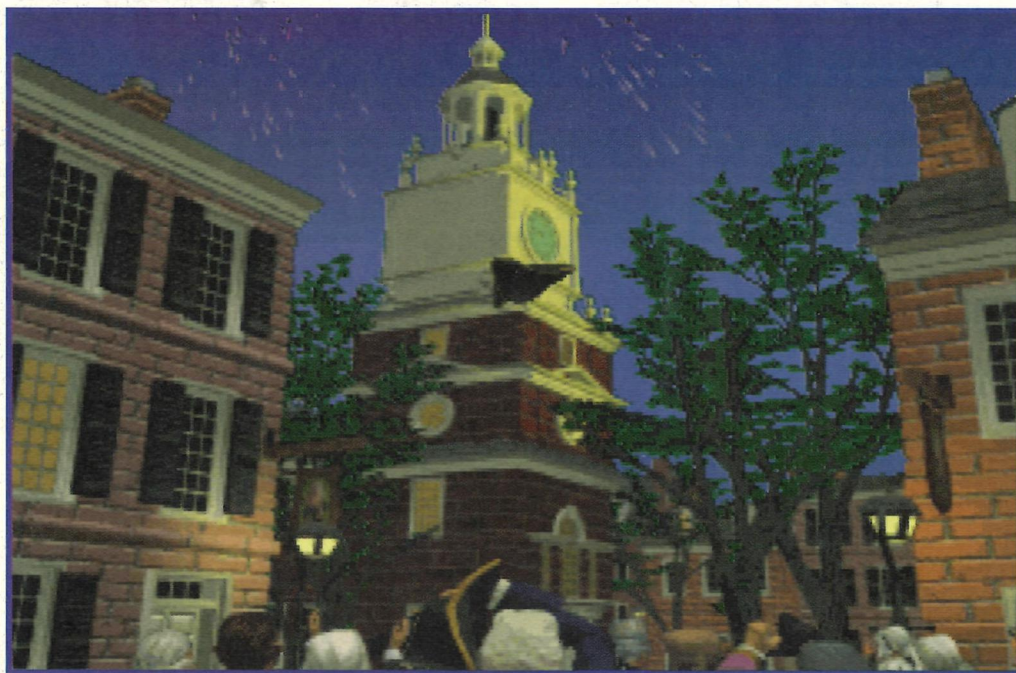


**PAUL ROUNDELL** had hoped MicroProse's latest strategy fest concerned colonies of the nudist persuasion. It doesn't, but that didn't stop him stripping naked to review it. What a treat

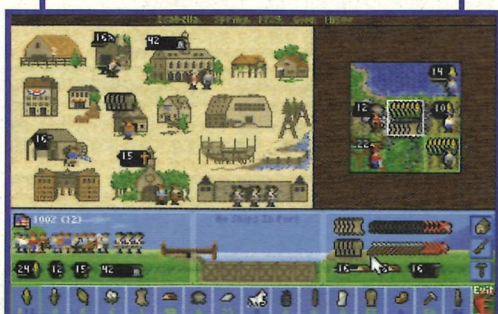
**Y**ou know, I may very well be the only person ever in the history of Amiga ownership never to have played Civilization. I didn't pay it too much attention when it was released, largely due to my employment at the time within a small manufacturing company in East Lancashire. To me, creating tea towels and various matching kitchen co-ordinates featuring lakeland scenes was much more important than messing about with "them there computer things". And after that it kind of became a Cracker situation. You know, Robbie Coltrane.

What I mean is that the more a group of people rave on about how good a particular thing is, the more they come into work week after week, or day after day, harping on about it, the less likely those who have never borne witness to it are to take an interest. Or is that just me? Well, whatever, I've never played Civilisation and I don't care.

# Colonization



Decisions, decisions. It isn't much fun living in grotty tents so the best idea is to sort the situation out



Respect for this. You can decide to actually make your job possible and choose an easy setting

So, with my judgement unclouded by previous alleged classics, I am surely in the best possible position to cast an eye over the latest offering from world famous strategymeister extraordinaire Sid Meier. There was a Civilization poster on the wall of Billy Baldwin's house in Sliver, you know. There was...

Apparently Colonization bears a very strong resemblance to its similarly mis-spelled sibling, both in terms of graphics and basic point-and-click gameplay. But, whereas the aim in Civilization was, in the words of the dearly departed Chicken, "To build a civilisation" (always the helpful one, and he wonders why we campaigned for his transferral), the aim here is to become an independent nation.

Not too great a challenge there, you might think. Simply wait until your late teens, get a job and a car, and Bob is your proverbial uncle. But MicroProse and their great mate Sid have been crafty and have woven a whole New World/discovery/evolve-and-prosper aspect into a game which, by anyone's standards, is a bit on the large side.

## Sparkly jumpsuit

It all begins some 400-odd years ago with the discovery of the Americas. You, as an important kind of bloke of sorts, are the new impressively titled Viceroy of the New World, so appointed by none other than the king. Not Elvis, you understand, but the actual proper king. Your task is to establish colonies in the Americas, and to work towards an eventual declaration of independence. And it's kind of a race.

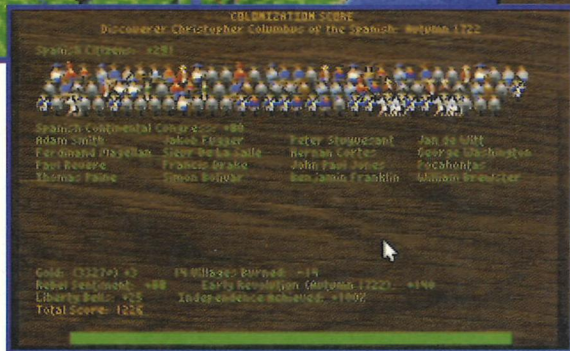
Overseas readers will be chuffed to learn that you don't have to compete in the game as a good old Blighty stalwart, you can elect instead to represent the Dutch, French or Spanish







The rising price of rum may be good or bad news to you, depending on which business you are in. Obviously if you're into rum you're laughing



Those damned Spanish are outnumbering us. Damn them and their orange-picking ways



There are goats eating my crops! Or possibly not actually...

contingent, all of whom were eager to make their mark on this strange new continent that would later dwarf them, repulse them and fill their beautiful cities with tacky burger restaurants.

You begin with a kind of character bonus, which varies depending on the nation you decide to represent. For example, the French are particularly at home when communicating with the natives, and the English are boosted by having a large number of people wishing to emigrate.

In order to produce a healthy colony you need to set people to work and make them excel in a

A nice easy place to get some tasty fish from, this little colony



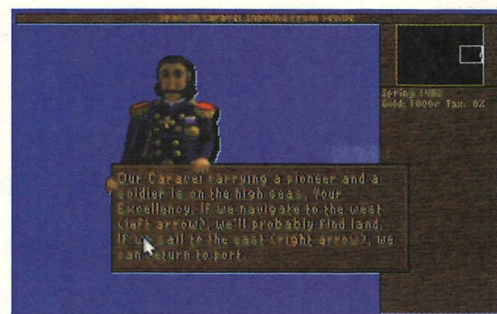
particular field. First of all you will have to educate them, but some of your people are more prone to the joys of learning than others, and criminals, for example, are of little or no use at all. The decision is yours as to whether you wish to make these social outcasts worthy members of your would-be society, or use and abuse them as best you can.

A few basic buildings are yours to begin with, and, providing you can prosper and make enough money, your city can grow to an ample size. Food is obviously a very important factor in deciding where to locate, and it might not be a bad idea to put down roots close to where fish, an extra food source, are readily available.

Of course, even with food and education, nothing can be achieved without the necessary tools and natural commodities such as wood and iron. Once you are in a position to begin trading, you need to know where your strengths in this direction lie, and at the outset it is best to produce things as cheaply as possible as long as you can see a small profitable market.

As your colony begins to make a little cash, it's a good idea to re-invest in an immigration program. It's also important to make your colony as strong a military power as possible, because when you finally feel the time is right to declare a state of independence, your furious benefactor king is likely to send over a task force to find out what the hell is going on.

But this will all come later. Much later, because Colonization will take up a good many hours of your life before you arrive at such a stage. The decisions you are forced to make, and the attention you must pay to detail are almost endless, and if like me (though I know this isn't too likely), you aren't too familiar with the intricacies of Civilization, it's a far from easy game to get into. **A**



What do I pay you for? Sort it out yourself man!

Now where have we to go today? Where's Wigan?



## THE LOW-DOWN

**PUBLISHER** MicroProse  
**CONTACT** 01454 326532  
**HD INSTALLABLE** Yes  
**PRICE** £34.99

|                    |               |
|--------------------|---------------|
| <b>GRAPHICS</b>    | 78%           |
| <b>SOUND</b>       | 80%           |
| <b>PLAYABILITY</b> | 88%           |
| <b>DIFFICULTY</b>  | Hard/Variable |

**B**efore we packed him off to the squalid corner of the office in which GamePro have set up camp, Chicken confided that although he thought Colonization was great, it was no 'Civ' beater. With this I can't argue, but what I can say is this: Colonization isn't a graphical treat, it isn't the kind of game you'll be immediately au fait with, and it won't set your trousers alight with unadulterated excitement. But it will draw you in, and slowly (it took me a full day before I was happy), you'll become hooked as you watch things develop and grow in front of your eyes. (Wahey!)

**REVIEWED BY PAUL**

## SECOND OPINION

**Y**ou either liked Civilization's heavy strategy element or you hated it, and the same applies with this. Personally I loved it and still do, therefore my feelings also apply to its pseudo-sequel. MicroProse continue to do the business against all the odds.

**REVIEWED BY STEVE**

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# ACTION REVIEW REVISITED

## Syndicate CD32

**S**yndicate is one of the games that helped make Bullfrog what it is today. It's not entirely surprising to see it appear on yet another format (after all it's already available on most other popular ones), but what is unusual is the length of time it's taken to arrive on the CD32.

You could be forgiven for thinking that the delay was inevitable due to the host of new and innovative features which would no doubt be included for the benefit of the CD format's users, but to be honest, not much has changed. The only difference that will really catch your eye is the size and shape of the disk!

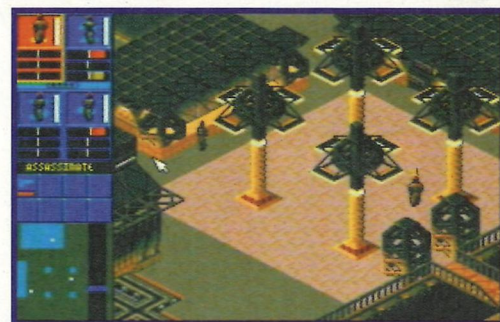
To be fair, an option has been included to allow you to save your game on the CD32, and you can also make use of the much-maligned joypad, though thankfully you can still use your trusty old Amiga mouse, which is by far the most preferable method.

In case you aren't familiar with the scenario, Syndicate is set far into the future where several major industrial companies are intent on world domination. You are at the helm of one of these companies and taking over the world is therefore of paramount importance as far as your job security is concerned.

But of course global conquest isn't particularly easy. Countries are already controlled by the mega-corporations and you must wrest control

from their existing mafia. Also, being in the future, things are even more complicated than that, and you can only take action via a team of cyborgs which are directly controlled by yourself.

The game is based around missions where your team must infiltrate a city and either capture a prominent scientist or

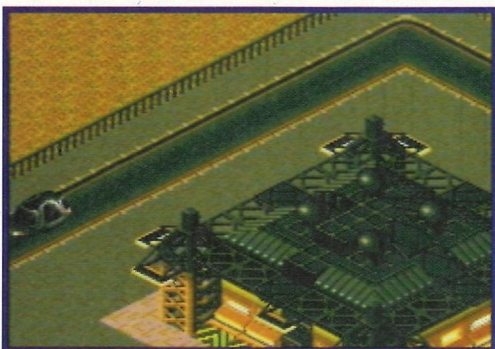
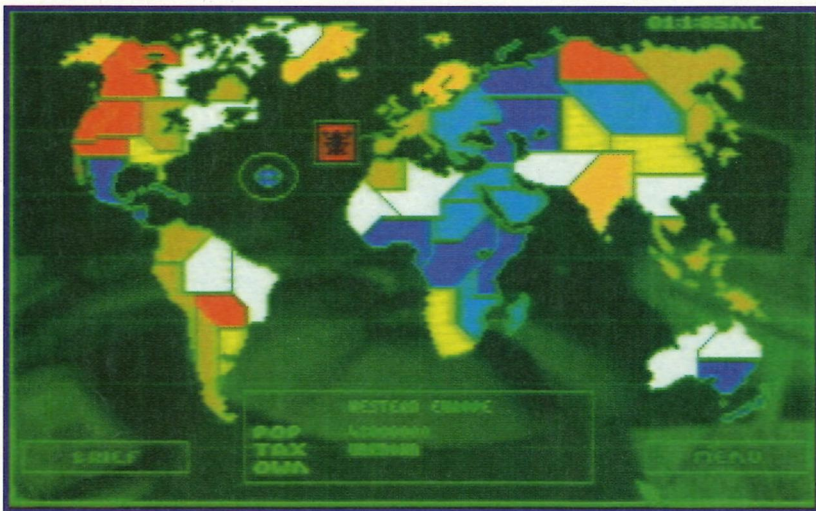


assassinate somebody important. Naturally enough these people will all be heavily guarded, so the four cyborgs sent in to do the dirty work must be armed to their metal teeth with weaponry that your scientists have developed.

Graphically the game takes on an isometric slant and employs extremely small character sprites to wreak all the devastation and havoc that takes your fancy.

That's the simplest explanation possible and doesn't really do the game justice, but unfortunately that's all we've really got space for.

So is Syndicate worth the cash in this reincarnation? Well, the answer has to be no if you've already got the Amiga version, but if you've got nothing else to buy for your CD32 then why not eh? It's only money I suppose! **A**



**PUBLISHER** Mindscape **PRICE** £29.99 **REVIEWED BY** Chicken

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# FLASHBACK

**Publisher** Kixx XL

**Price** £16.99

What an absolutely top game! Flashback has to be one of the all-time Amiga greats and is a fully paid-up member of an elite group of titles that have held my interest right to the bitter end. Indeed, when you look at today's pallid offerings, it's sad to think that this was once the standard for Amiga games.

Essentially I suppose you'd have to lump this in with the other inhabitants of the platform genre, but you only have to play it for a short while to realise that it's got much more to offer. Arcade adventure is perhaps a more apt description.

The animation is the first thing that will catch your eye. It's amazingly realistic and will grab your attention before



drawing your willing mind into the game. Add to that an atmospheric musical score and a host of excellent sound effects and you know you're on to a winner.

Some of the puzzles are quite tough and will keep even the most experienced players



stumped for a while, but even these moments of frustration are ultimately made worthwhile by Flashback's numerous other rewarding features.

The feeling of satisfaction as you watch the end sequence is not to be missed and I would advise anyone who didn't pick it up first time around, or indeed

when it appeared as just part of one of numerous compilations, to make sure they don't make the same mistake again.



**Reviewed by**  
Steve

**SCORE** 92%

Budget Releases

# OVERDRIVE

**Publisher** Team 17

**Price** £9.99

Hot news from Wakefield is that the mighty Overdrive is set to make another appearance, this time at a special bargain price. Although somewhat overshadowed of late by superior releases such as Turbo Trax, Super Skidmarks and Team 17's own All Terrain Racing, this is still one of the best Amiga racers around.

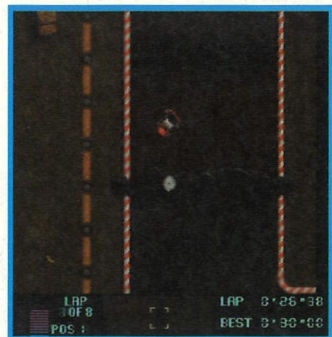
Basically it's an all-out overhead race frenzy very much in the mould of the successful Micro Machines and the legendary Super Sprint games. It looks nice, moves swiftly and is challenging enough to keep even the most ardent race fan happy for a while. The loading time between tracks is the only real niggle, but even that's forgivable.

The tracks are highly varied and littered with bonuses, and as soon as you've got to grips with the controls, tactics



begin to play an important role as you begin to battle the opposition not only for the lead but for every last power-up as well.

I've always had a soft spot for Overdrive, and although not everyone shares my opinion, I have no hesitation in recommending it. After all, at this price you can't go far wrong.



**Reviewed by**  
Steve

**SCORE** 82%



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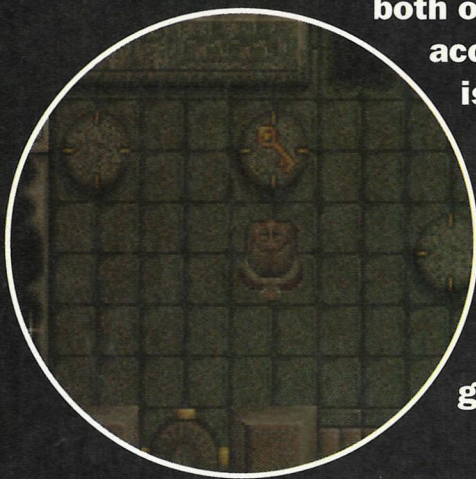
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## PD

# Andy Sharp has been charged with the

## Jump 'em

*Scorpius Software*

It's a puzzler alright. Not why PD exists, but this game, and that cuts its potential audience down from the outset. Fortunately this isn't as dreadful as you might expect, and I was quite pleasantly surprised at the overall look and gameplay that has been incorporated into this neat little package.

The basic idea is to hop from block to block in a maze of erm, blocks, which disappear as you make contact with them. At the end of all your frantic hopping you should be standing on the end platform with no others in sight.

To begin with you will be given three bridges to use when you are stuck in no-man's land with no way back on course. These will deplete as you use them, but the downside is they won't return after completion of a level. This basically means you have to lose a life to replenish them.

**JUMP 'EM:** Here's one of the oh-so-tough levels from the playable demo version



## Pssst

*Cary Gould*

Here's a chance to become your own Percy Thrower, only without the shotgun. The

idea is to watch your flower grow and grow until it finally blossoms. To be successful you have to become a bug buster extraordinaire by spraying worms, bees, wasps and furry things (can't see exactly what they're supposed to be), with spray from cans which are situated on shelves to the left and right of the screen.

Failure to protect your prize plant will

see it reclining back to the ground in particularly wiltworthy fashion, and that's just about it!

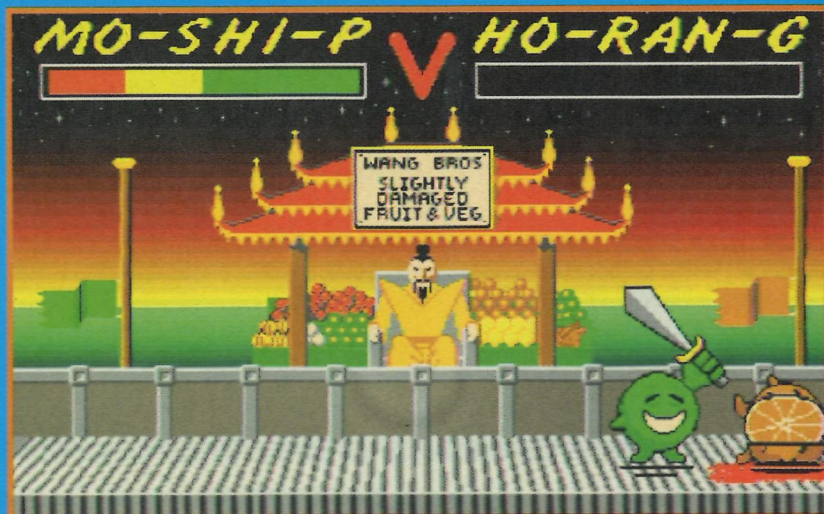
## Itchy & Scratchy 2 & 3

*On-line PD*

Two mini sketches from the 90's version of Tom & Jerry can now be yours and are contained on two separate disks. Kitty Kitty Bang Bang and Germs Of Endearment are just two of the miniature cartoons featured in The Simpsons, and if they're good enough for Bart, Homer and Lisa then they're good enough for me.

Basically what you get is a continuous loop of a complete cartoon which lasts for about 10 seconds and includes the original

Game of the month



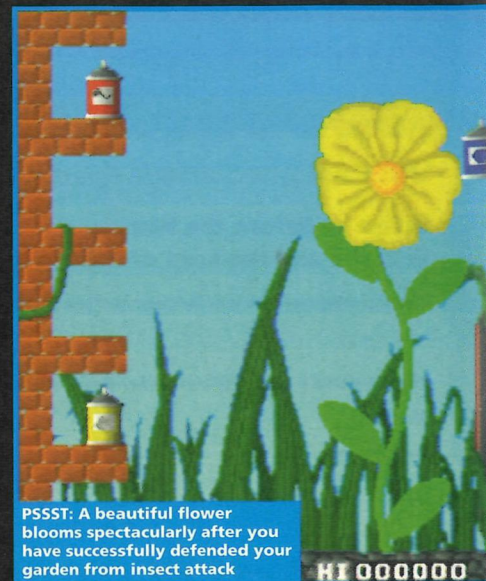
## Mortal Kumquat III Vs Fruit Fighter II

*Simon Hitchen*

If you want gameplay and options, forget it, but if you fancy a little bit of a laugh for a few minutes then you might like to have a look at this. MKIII Vs FFII is two games in one, but the strange thing is, they're both exactly the same! There are no game options other than a choice of fighters, and guess what? There's no difference between them.

The circular combatants have limited moves; one punch, one kick and a block, and you don't have to worry about finishing off an opponent because this is done automatically.

It may not be the best game you've ever seen or played, but for a quick giggle, you'd have to go a long way to beat it.



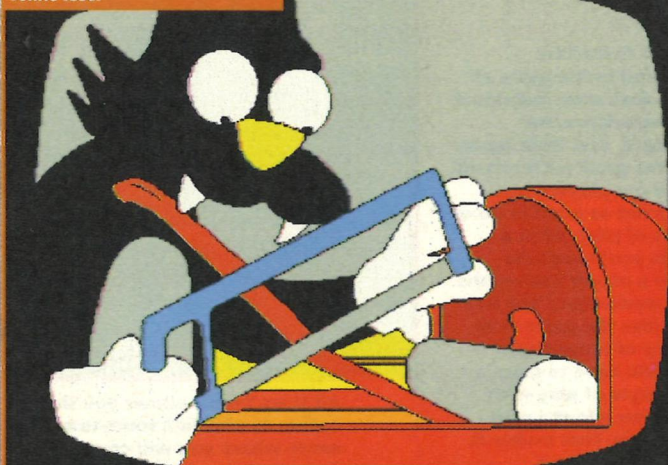
**PSSST:** A beautiful flower blooms spectacularly after you have successfully defended your garden from insect attack

HI 000000



# e PD duties this month. God help us all

**ITCHY & SCRATCHY:** A horribly painful end is nigh for this feline loser



start and finish sequences along with the sound effects. It's a direct copy from the TV series, but enjoyable nonetheless.

One tiny gripe though. How come the mouse always wins?

## Bomber Jack

*On-line PD*

Basically this is just plain old Bomb Jack from years ago, though it incorporates a number of different levels and a new central character.

The controls are simple enough; a tap of the fire button will launch your bomber

to the heights of the screen, while holding the button down will cut his flight short and allow him to hover. This comes in handy when it is necessary to collect lots of bombs on the same level.

Progress further into the game and you will come across some flashing red bombs, but whatever happens, don't attempt to collect them, as the slightest of touches will result in the loss of a life.

There are the obligatory enemies to avoid, but they don't fly in numerous directions as they did in the original,

they simply fly or walk from left to right. Fans of the original Bomb Jack will be suitably impressed.

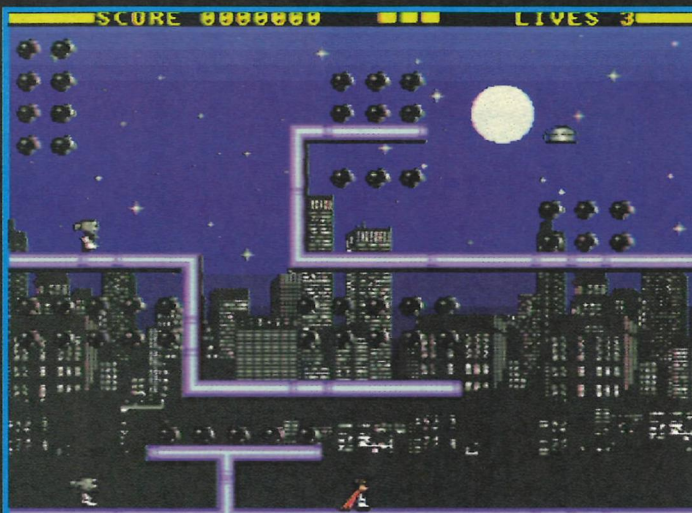
## Pro Gamble

*On-line PD*

If you fancy a day down at the bookies, talking to purple-nosed Irish men and hacking your lungs up as you inhale chimney loads of cigarette smoke, it may be advisable to have a quick look at Pro Gamble before you begin foolishly splashing your wad on 50-1 no-hopers.

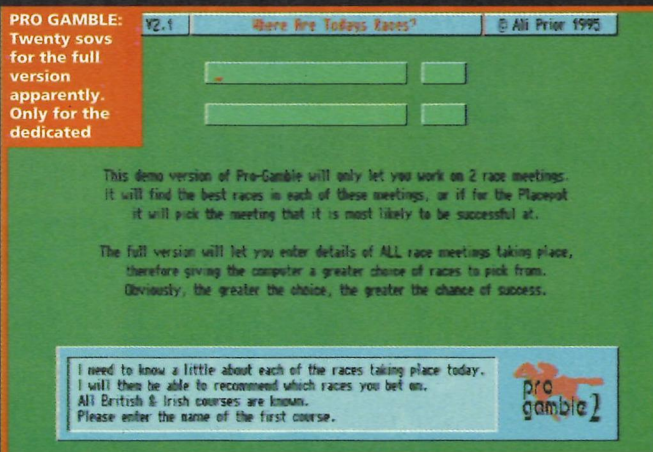
Admittedly, what I know about horses would fit on the back of a postage stamp, provided I hired someone with a small-nibbed pen and a microscope to write, "They're quite big and smell all funny" on it, but I was more than willing to have a bash at this to see if it was any good.

You start by naming the course, the number of runners in each race, the condition of the ground and all those usual horse-type facts you can find in the racing pages of any daily newspaper, then the program goes to work in a bid to come up with the most probable winner. In theory anyway.



**BOMBER JACK:** Fly the city skies and collect the unlit bombs while avoiding the nasties. In fact it's the same as Bomb Jack if truth be told. What more can I say?

As with all programs of this type, it's a bit of a hit and miss affair as to whether it comes up with the goods or not, so my suggestion is that if you're thinking of placing a bet on a race, simply pick a scrawny-necked nag at random and hope that it romps home to victory. And there you have it.



## Contacts

**On-line PD:** 1 The Cloisters, Halsall Lane, Formby, Liverpool, L37 3PX Tel: 01704 834335  
**Simon Hitchen:** 33 Bodmin Road, Middleton, Leeds, LS10 4PL  
**PD Soft:** 1 Bryant Avenue, Southend on Sea, Essex, SS1 2YD  
**Tel:** 0702 466933  
**17 Bit Software:** 1st Floor Offices, 2/8 Market Street, Wakefield, West Yorkshire, WF1 1DH  
**Tel:** 0924 366982

Public Domain



# All Stars Tennis

New kids on the block GameWave have developed what they pronounce to be the greatest tennis 'game' ever. And you know what? They may be right. The core programming trio of Alan Carter, Andrew Oakley and Michael Oakley, who are producing All Stars Tennis for the Amiga, have every justification for their confidence, and they hope to have the backing to produce console versions to compete with the Super Tennis's of this world very soon. **ANDY SHARP** steps on court.

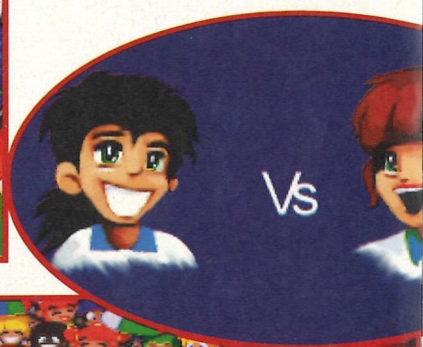


As with the aforementioned Super Tennis, the characters you control are as cute as possible in a bid to move away from the more serious simulations. However, this isn't to say that All Stars isn't a challenge involving lightning reactions and skill by the truck load – it has as much if not more playability than Pro Tennis Tour.

The 11 characters featured in the game all have their own individual characteristics. For example, Kiki from Japan has the greatest forehand of all the players, but she's not as good in other areas of play. After a while you'll begin to learn a player's strengths and weaknesses and this provides the game with plenty of longevity as you will have to learn a new style of play each time you adopt a new character. That makes it sound a bit like a beat'em-up, but rest assured, nothing could be further from the truth. It's tennis all the way.



All Stars Tennis allows you the option to play in a tournament mode where you will come across many weird and wonderful players in a variety of locations. This can take you to places as diverse as Australia and the North Pole – talk about extremes. The weather changes according to the location, but come rain, shine or snow, you WILL play, regardless of the elements.

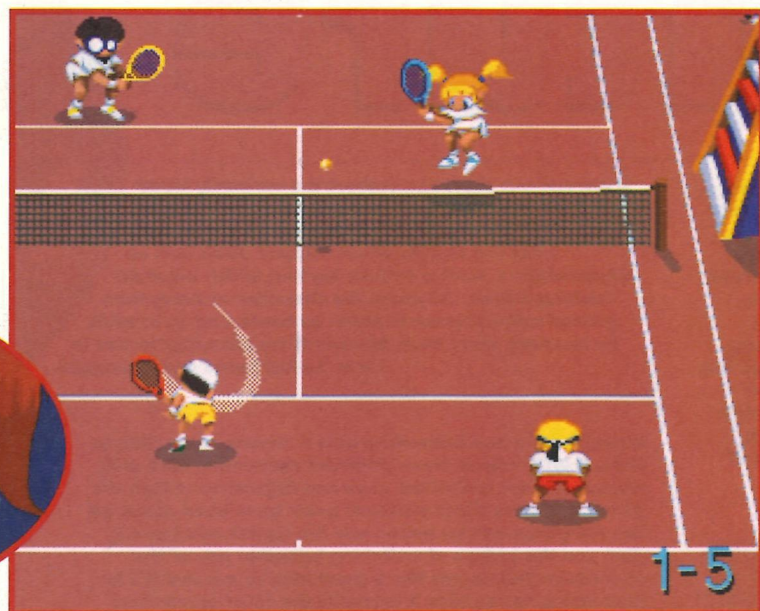




# ennis

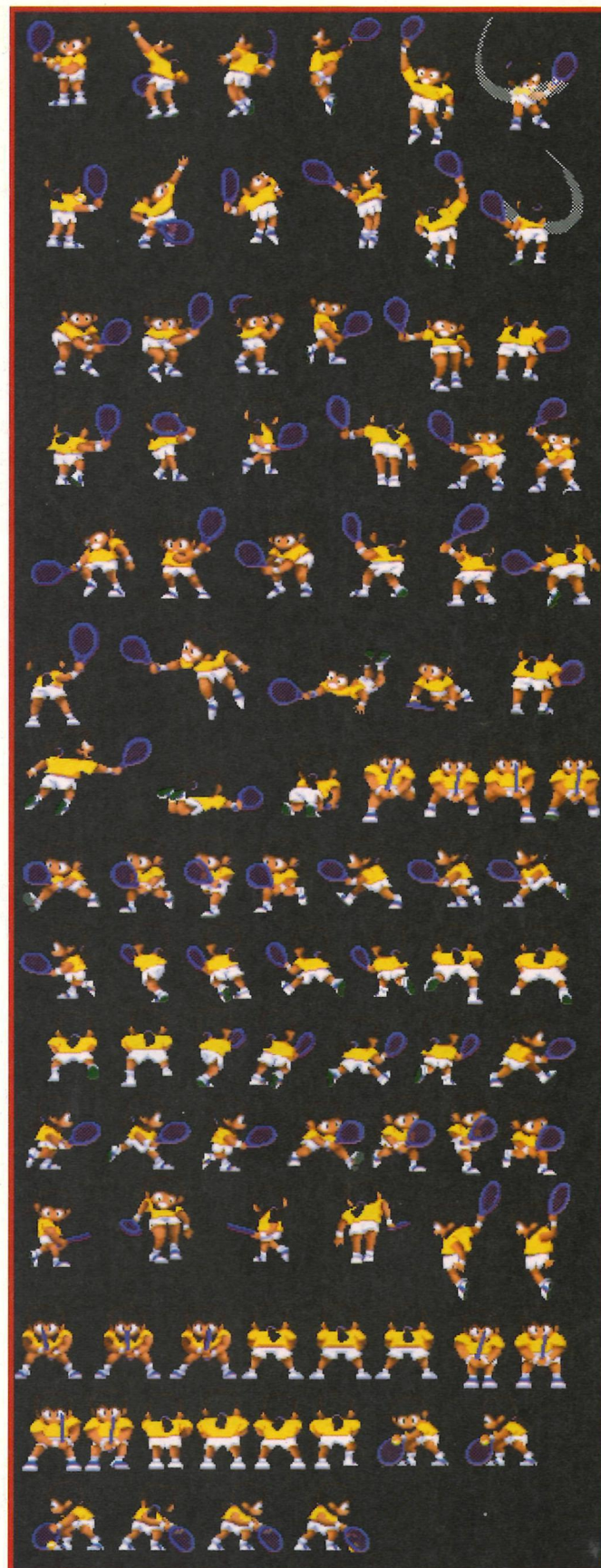


The team behind all of this are no novices. Andy and Mike Oakley have worked with many different software houses, including Sega, Nintendo, Team 17 and Europress, and have been responsible for the graphics in Alien Breed 3D, Alien vs Predator and Assassin. Due to its lighthearted nature, All Stars Tennis seems to be something of a departure for them, but it is nonetheless an addictive game.



As with all tennis games worth their salt, there are four separate courts to choose from - clay, grass, indoor and cement. There's also an ice court but this acts as sort of a bonus which only appears when you reach the end of a tournament. After winning a competition you may be given a password which will allow you to play the Power Play game. This is unlike the conventional tennis tournament and will feature bombs, turbo, slow, multi-ball and a host of other ways to win at any cost.

As yet, a publisher hasn't been found for All Stars Tennis, but GameWave have their fingers crossed that this state of affairs will soon change. At this stage it looks a darn sight more impressive than most of the mediocre offerings we've seen recently, and with Wimbledon on the horizon it should prove extremely popular. GameWave are looking for a company who are willing to market All Stars Tennis for the consoles as well as the Amiga and PC, so if you're a top industry guru with a collection of ridiculous shirts and a string of flash cars to your name, you can reach them on 01705 615329. They'll be more than happy to listen to what you have to say,



## Project

## All Stars Tennis

**Publisher** GameWave

**Team** Alan Carter, Andrew Oakley and Michael Oakley

**Release** July

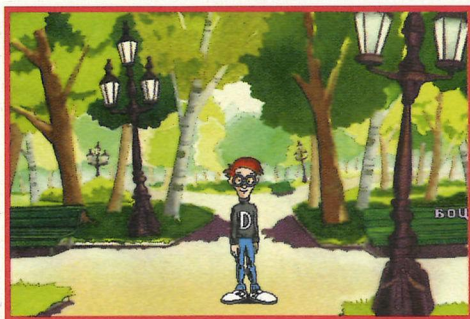
**Inspected by** Andy



After its recent release on the PC, **The Big Red Adventure** is about to grace the Amiga. Set in the former Soviet Union where democracy has brought many changes, this latest offering from Core Design lets you wander the free streets of Moscow without fear of being accosted by a group of surly, moustachioed men with foreign accents (and we're not talking about Village People). The days of queuing for a potato are long gone, but **ANDY SHARP** would like you to join him for a bite at McRomanov Fat Food Burgers.



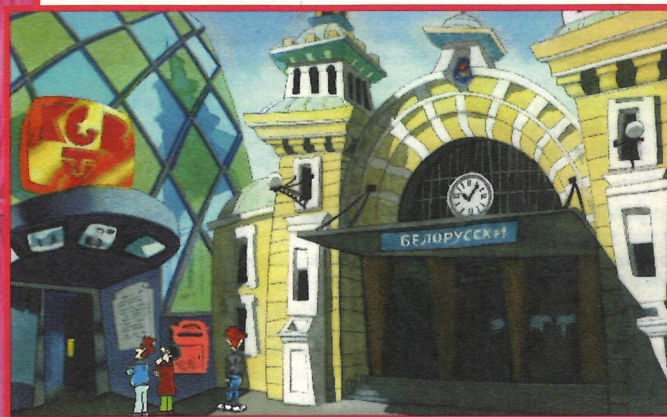
# The Big Red Adventure



The Kremlin has opened its doors to the public as a museum and the place is jam packed full of priceless artifacts. Doug Nuts, an aspiring master criminal, has set his heart on stealing the Tsar's crown, and this forms the crux of the game.

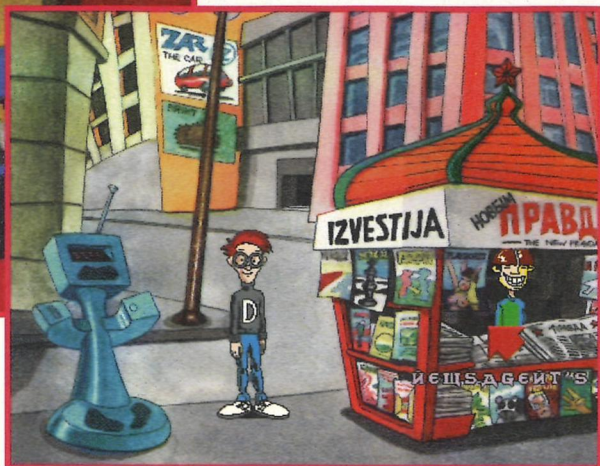
If anyone out there remembers the curiously titled Nippon Safes Inc. then Doug Nuts will already be known to you. For those readers who have no idea what I'm talking about, Nippon Safes was an adventure in a similar vein to Big Red which involved robbing a bank. Anyway, the character of Doug Nuts proved quite popular in some quarters, and as a result he has once more been plucked from obscurity to star in this Soviet based pseudo-sequel.

When **The Big Red Adventure** gets a release some time in June, it will feature three different characters. Each will have their own individual aims and objectives within the game, and once these personal goals have been achieved, the storylines will be linked and the fourth mission will give you the option of switching between any of the characters. This seems like a good idea to me and it'll be interesting to see how it works in the finished version.

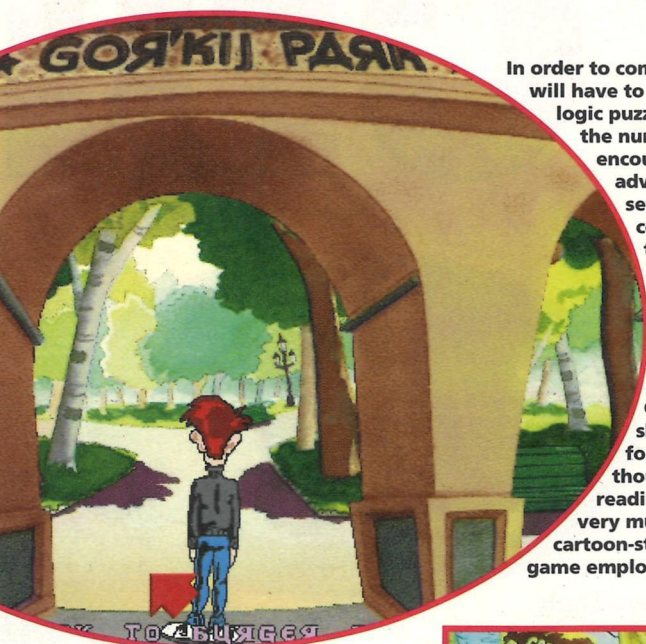




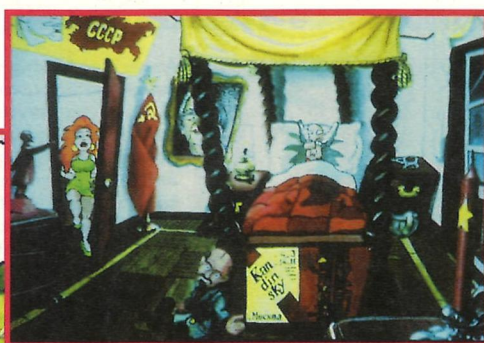
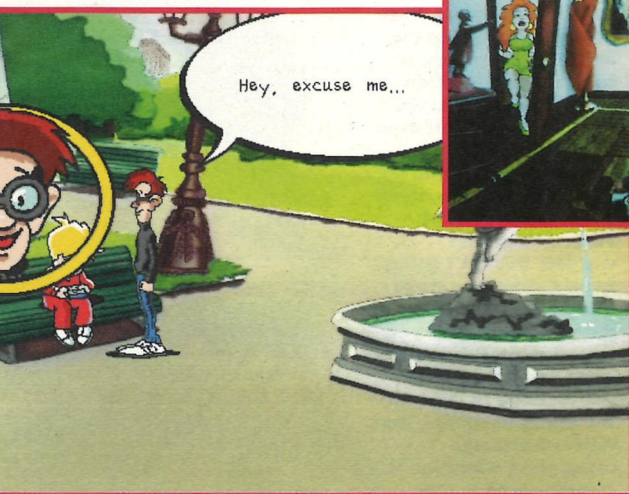
With over 100 separate locations, each hand rendered, The Big Red Adventure is a game with a distinctly cartoon-style look. The atmospherics and detail of other more 'serious' adventures such as the Monkey Island duo and the Indy games may be more your cup of tea, but there's no denying the fact that this has its own specific appeal. Whether the graphics will find favour with a mass audience is unclear, but if the game is good enough I see no reason why it shouldn't. It would probably have been easier for the programmers to mimic the LucasArts style which has proved so popular in the past, so you've got to give them credit for daring to be different.



The three characters all have their own specific strengths and weaknesses. Doug Nuts is a computer whizz who uses his technical skills for his own criminal gain and Dino Fagoli is a punch drunk ex-boxer who hails from Italy. What Dino has in strength he lacks in the brains department, so he's prone to falling into traps, but other than that he's as honest as the day is long. Finally, there's the lovely Donna Fatale. She has a rather sordid past and is prone to victimisation by ruthless blackmailers as a result.



In order to complete the game you will have to solve several devious logic puzzles and interact with the numerous characters you encounter on your adventure. There are several ways of communicating with these punters, so you'll have to use your cunning and approach them in the right manner if you are to extract the information you require. Conversations are shown in speech bubble form so you feel as though you are actually reading a comic, and this is very much in keeping with the cartoon-style graphics which the game employs.



BRA will play in the same down to Earth and straightforward fashion as the PC version, and you will no doubt be glad to know it will be just as colourful too. These screenshots are taken from the PC, and although there will inevitably be a few graphical differences on the Amiga, this is a small price to pay for what looks at this stage to be an excellent game.



A couple of months ago we reviewed Dragonstone and were reliably informed that it was Core Design's last ever Amiga release, but as you can see, things seem to have changed. Does this mean the software industry is changing its ideas as far as producing games for the Amiga is concerned? We'll have to wait and see.



It has come to our attention that a follow up to the Big Red Adventure (BRA) is already in the pipeline. It will feature a mischievous Russian girl who rings Steve Ogrizovic's doorbell in the middle of the night and will be called Kremlin Nancy Interrupts Coventry Keeper's Extremely Restful Sleep (KNICKERS).



## Project The Big Red Adventure

Publisher Core Design

Team Dynabyte

Release June

Inspected by Andy





The battle for independence or domination leaves you with a dilemma – which side should you take control of? Well, it's entirely up to you, but whatever choice you make you will have 13 of your very own ships to command. There will be mission after mission for you to plan and execute, and whether your particular bag is reconnaissance, stealth or full blown combat, Star Crusader will keep you interested for a considerable time.



# Star Cru

Take 2 have developed what may well be the ultimate interstellar battle game. Due for release by Gametek in the near future, this is your chance to take part in the war to end all wars. Combining elements from both strategy games and shoot'em-ups, Star Crusader will hopefully cross the genre barrier successfully, and if it's a furrowed brow and severe brain damage you're after then this could be just what you're looking for. The game appeared on the PC last year to some favourable reviews, and we've got our fingers crossed that the Amiga version converts well enough to become more than just your average 3D space battler? **ANDY SHARP** takes the controls...



As well as having the usual joystick control method you can use the keys too. However, this involves practically the entire keyboard set, so to avoid complication you should stick to the joystick option, but even then you will have to use the keys to bring up different weapons, radar and a whole host of other options. Be warned, this isn't going to be a simple game to master, and the gameplay will have you sweating profusely for quite some time until you manage to get into the swing of things. The relief of actually completing a mission is something to savour.





Star Crusader isn't simply a blast'em-up and you will have to spend quite some time planning your attack strategies if you are to be successful. A main computer terminal gives you all the information you could possibly require, including details of which sectors of space are owned by opposing forces. As the game progresses these will change hands frequently, and this is where your strategic decisions will come in.

Whilst in the heat of battle, there are several views you can use. Each is totally different but it's more than likely you will stick to the usual cockpit scene, if only for the sake of convenience. The other views can be used to see exactly what's around, but by rights you should be too busy blasting enemies from the skies to use them for long. All you really need are your radar and weapon sights which will suffice quite nicely for the most part.



The game features several different races of beings, some of which have united to form an alliance against the evil Gorene Empire. Sounds terribly similar to a Star Wars scenario, but let's face it, how many more ideas for space battles are there left? Each race has its own characteristics, for example, the Tancreds are technically advanced and have awesome power, whereas the religious Zemuns had a two year war with the Tancreds over their disbelief in their God. The other races involved in the battle are the Mazumas who are the wealthiest of the alliance, The Amiens who are the most intelligent race, and the Nuubyans who were supplied by the Gorenes with the weapons and technology to repel attacks from the others. This backfired when the Nuubyans turned the weapons against them in a dispute. It will take quite a while to determine the strengths and weaknesses of each race of people and the political intricacies which exist between them, so Star Crusader's longevity is assured.

# Star Crusader

Obviously some of the features from the PC will be missing, and the graphics won't be as impressive as those in these screenshots, but the overall game will be the same. At present we have the nucleus of what could be a classic of its genre, but whether it lives up to our expectations remains to be seen. The full version of Star Crusader will be reviewed just as soon as it comes into our possession, so if you like what you've seen so far, keep your eyes peeled for future issues of Amiga Action.

Like every war there are plenty of battles to be fought, and some are more important than others. As a result of this, a few defeats won't mean it's Game Over, but too many losses will eventually lead to your demise. Some missions are purposely designed to be impossible to win, and for this reason you will be able to save your game at any stage to avoid disappointment.

Each mission features a set number of objectives for you to complete. At the beginning of a game you will be called upon to choose your difficulty setting which in turn will determine how much damage your ship can take before it becomes a piece of scrap metal floating aimlessly through the universe after a failure of the first order. This is why you should plan your missions carefully and save your game at regular intervals.



**Project** Star Crusader

**Publisher** Gametek

**Team** Take 2

**Release** Late Summer

**Inspected by** Andy



# Gloom

These 3D shoot'em-up things are cropping up all over the place at the moment. Somebody somewhere should explain it to us all. Many people have said that Doom couldn't be done on the Amiga, but Black Magic, part of the New Zealand team responsible for Super Skidmarks, have developed what could well turn out to be the absolute bees knees. In a previously unprecedented display of professionalism and keenness, **ANDY SHARP** has discovered that Gloom will be available on the A1200 and CD32, and will come out all guns blazing in June for the friendly price of £29.99. Bloody hell Andy, is it pay rise time already?

Let's get things straight, Gloom is the gore fest to beat all gore fests. You want gibs, you've got 'em. If you want limbs being torn from torsos, you've got 'em. If you want to see exactly how far a human body can be spread around a room, well yes, you've got that too. This looks like bringing the long lost shoot'em-up back into the hearts and minds of the nation's Amiga owners.



There are several different enemies to blow away, ranging from humans to robots and monsters. Each can be destroyed by a quick blast from your weapon and they tend to die in particularly gruesome fashion. One thing that can be guaranteed is blood, limbs and general mess. There are the usual energy and weapons bars on screen, and fist icons can be picked up to increase your firepower.



The final version of Gloom will have 24 separate mazes to battle through, each with their own hazards, puzzles and traps.

Graphically it has the menacing look of a science fiction movie, and the catacombs of dark passages are filled with more hidden dangers than you could imagine. There are doors to be opened too, but what's behind them? This is something else you'll have to think about when Gloom finally hits the streets.

When the game is finished there will be several options to choose from. There'll be the bog standard one-player mode, a two-player battle with a split-screen, and an option to make the playing window much larger. Even the

gore levels can change depending on how strong your stomach is (or how sick you are). In other words, there will be something for everyone.

For the full review of this potential classic look no further than Amiga Action in the near future. Prepare yourself, Gloom will arrive with a bang.

## Project Gloom

**Publisher** Black Magic/Guildhall Leisure

**Team** Black Magic

**Release** June

**Inspected by** Andy







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(N.B. This includes some games)

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| E044  | Learn & Play 2               | More fun for the kids                     |
| E079  | Treasure Hunt                | Great Kids game                           |
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| EG162 | Storyland 2 (N)              | Create a childrens adventure              |
| E298  | States of Europe             | Information on this continent. Good       |
| E299  | Communicate                  | Learn how to use sign language            |
| E311  | The Internet                 | A guide to the Internet                   |
| E312  | Learn French                 | French verb tester                        |
| E315  | Learn & Play 3               | Education & Games                         |
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| C236 | Word Power                | Solve crosswords & anagrams               |
| C256 | Print studio              | Multi purpose printer utility             |
| C258 | Garden designer           | Create your own garden excellent graphics |
| C261 | X Beat                    | Drum sampling & Drum machine              |
| C263 | League Database           | Easy-to-use football editor               |
| C322 | Lion King (3 disks)       | Good Disney clip art                      |

## MISCELLANEOUS UTILITIES

|      |                         |                                    |
|------|-------------------------|------------------------------------|
| M176 | Superduper              | Disk copier                        |
| M210 | Pools Pools Version 2   | Work out your winnings             |
| M233 | Engineers Kit           | Check your Amiga System            |
| M244 | Lockpic V2.0            | Uncover copy facilities            |
| M245 | Relo Kick V1.4          | Latest D Grader for A1200          |
| M251 | Procad Electroid        | Circuit design drawing program     |
| M252 | Dividends Winner        | Work out winning lines             |
| M259 | Easy Spell              | Spell checker/helper               |
| M262 | Essential Virus Killers | Kills all the latest viruses       |
| M299 | Tee to Green            | Excellent golf-scorer              |
| M310 | Personality Analysis    | Type in answers to assess yourself |
| M311 | Cop the Lot Pro         | Updated lottery helper             |

## DEMOS + RAVE

|      |                         |                                      |
|------|-------------------------|--------------------------------------|
| D058 | Enterprise leaving dock | Famous animation                     |
| D075 | Girls of sport          | Pretty shots of talented girls       |
| D166 | Star Trek Animations    | Anims. of USS Enterprise             |
| D177 | Star Trek Animations    | Agatran no. 17 More like above. Good |
| D287 | Calendar Girls          | Slideshow                            |
| D312 | Rave Vision             | Rave music & Graphics                |
| D314 | Nine Fingers (2 disks)  | Good. Sequel to State of Art         |
| D099 | Jesus Loves Acid (N)    | Brilliant!                           |
| M152 | Rave Length             | 3 Rave Songs                         |

## MUSIC

|      |                                 |                                    |
|------|---------------------------------|------------------------------------|
| M084 | Pink Floyd                      | The Wall remix                     |
| M093 | MC Hammer                       | Can't touch this                   |
| M094 | Guns 'n' Roses                  | Pictures & Music                   |
| M102 | No Limits (2 Disks)             | Quality music compilation          |
| M302 | Wigfield                        | Saturday Night mix                 |
| U244 | Sound Tracker Samples (4 Disks) | 100's of sounds for sampling       |
| U249 | Sound Effects                   | Different samples for music making |
| U062 | House Samples                   | Drums & Synthesizers etc.          |

## ADVENTURE GAMES

|       |                                            |                                    |
|-------|--------------------------------------------|------------------------------------|
| Ad005 | All New Star Trek (2 drives, 2 disks)      | USS Enterprise classic. Best one   |
| Ad007 | American Star Trek (2 drives, 2 disks) (N) | Graphic adventure                  |
| Ad014 | Adventure Solutions (2 disks)              | Loads of hints of commercial games |
| Ad019 | Dungeon Delver (2 disks)                   | Difficult adventure quest          |
| Ad065 | Pixie Kingdom (2 disks)                    | Tricky adventure game. Good        |
| Ad222 | Neighbours Adventure (2 discs)             | Bring Paul Robinson to court       |
| Ad223 | Wizard Wars                                | Graphics Adventure                 |
| Ad245 | Iron Clads (2 disks)                       | Graphic adventure                  |
| Ad326 | Wibble World Giddy                         | Really good platform game          |
| Ad421 | Glassback II                               | Very good platform game            |

## ARCADE GAMES

|      |                      |                                       |
|------|----------------------|---------------------------------------|
| A010 | Breakout             | Classic bat & ball game               |
| A011 | Blizzard             | Horizontal shoot-'em-up. High quality |
| A165 | Super Skoda          | Car racing game                       |
| A171 | Top Secret           | Quality platform game                 |
| A207 | Flagcatcher          | Find the flags. Very addictive        |
| A209 | Games Galore Ten (N) | 14 excellent games                    |
| A215 | Battlements          | Hunchback game                        |
| A243 | Tetren               | Excellent Tetris clone                |
| A247 | Quiz Master          | Quiz which includes Editor            |
| A255 | Amos Games           | 5 Games including Glassback           |
| A297 | Fruit Salad          | Shoot the Fruit                       |
| A306 | The Funhouse         | 3 games including Enigma              |
| A327 | Tetris Pro           | Tetris game with exceptional variants |
| A338 | Project Buzz Bar     | Excellent asteroid type game          |
| A340 | Depth Charge         | Submarine game                        |
| A341 | Earth Invader        | The best space invader game           |
| A401 | Assassins 219        | Chopper Attack, Route 66, Gimme 5     |
| A402 | Assassins 220        | Age of Rock, Commando Raid, Hearts    |
| A403 | Assassins 218        | Bomber 2000, Black Dawn               |
| A404 | Assassins 217        | Mangled Fenders, Maze and Cubik       |

|      |               |                               |
|------|---------------|-------------------------------|
| A024 | Eat Mine (N)  | Emerald Mine Battle Dash game |
| A430 | Alien Network | Space Invaders classic        |

## SIMULATIONS

|        |                         |                                            |
|--------|-------------------------|--------------------------------------------|
| Sim071 | Return to Earth (1 meg) | Space adventure                            |
| Sim102 | Simulation 1 (1 meg)    | Recommended. 5 games including Metro       |
| Sim109 | Wheel of Fortune        | TV Quiz, computerized                      |
| Sim124 | Napoleonic Warfare      | High-quality simulation                    |
| Sim139 | Battle of Britain       | Defend the nation                          |
| Sim143 | Card Shop               | Well presented card games                  |
| Sim217 | Act of War              | Excellent strategy game                    |
| Sim218 | Roulette                | Casino Classic                             |
| Sim220 | Sub Attack (N)          | Also landmine + bomber                     |
| Sim224 | Strategic Games         | 3 excellent games                          |
| Sim302 | Micro Market            | Stock exchange game                        |
| Sim410 | Island                  | Excellent board-game. Build hotels & money |
| Sim414 | Diplomacy (N)           | Classic, similar to Risk                   |
| Sim415 | War (N)                 | Top-quality 8-bit strategy                 |
| Sim158 | Total War (N)           | Risk type game                             |
| Sim428 | The Shepherd            | Populous clone                             |
| Sim431 | Rags to Riches          | Become a millionaire                       |

## SPORT

|       |                                    |                                                         |
|-------|------------------------------------|---------------------------------------------------------|
| Sp170 | Amos Cricket                       | Owzat!                                                  |
| Sp208 | Grand Prix Simulator               | Excellent                                               |
| Sp210 | American Football Coach (N)        | Manage a team for a Season                              |
| Sp256 | Slamball                           | Management game of US football. Type Sport              |
| Sp263 | Soccer Cards                       | Simplistic league-based game                            |
| Sp299 | Top Of The League                  | Addictive football management game                      |
| Sp307 | 18th Hole (2 disks)                | Excellent golfing game                                  |
| Sp325 | Mister Men Olympics (2 disks)      | Excellent game for disks as reviewed in Amiga Computing |
| Sp337 | Super League Manager 2             | Updated soccer management game                          |
| Sp372 | Road To Hell                       | Well-produced racing game                               |
| Sp373 | Wrestling (2 disks, WB2.0 upwards) | Good fun graphics                                       |
| Sp376 | Unsensible Soccer                  | Good football game                                      |
| Sp429 | A Day at the Races                 | Simple horse racing game                                |
| Sp430 | Karate                             | Karate champion game                                    |

## A1200 ONLY

|      |                                          |                                |
|------|------------------------------------------|--------------------------------|
| U235 | Sleepless Nights                         | Compilation of A1200 utilities |
| U321 | Chesmayne                                | Chess text & pictures          |
| U324 | Lottery Winner AGA                       | Helps you to win!              |
| D285 | Fairlight                                | 29 meg of graphics on one disk |
| D286 | No point of sale                         | Stunning French demo           |
| D289 | State Of Art                             | Famous quality demo            |
| D290 | Raving Mad Me                            | High quality music video       |
| D291 | Lethal Exit                              | Stunning demo                  |
| D300 | Technotrack II                           | More rave music                |
| D301 | Retina                                   | Excellent Vector film demo     |
| D315 | Minomist Rave                            | Great dance demo               |
| D320 | How to Fail Your Driving Test Four Times | Very funny                     |
| E300 | Speak & Spell                            | Good for Learning Youngsters   |
| G321 | AGA Klondike (3 disks)                   | Excellent patience card game   |
| G322 | Giger Tetris                             | Tetris clone                   |
| G323 | U Chess                                  | Brilliant chess game           |
| G339 | AGA Megaball                             | Brilliant breakout game        |
| G372 | Mad Fighter                              | 2 player Street Fighter game   |
| G414 | Motorola Invaders (2 disks)              | Brilliant space invaders       |
| G420 | Pssst AGA                                | Arcade AGA game                |

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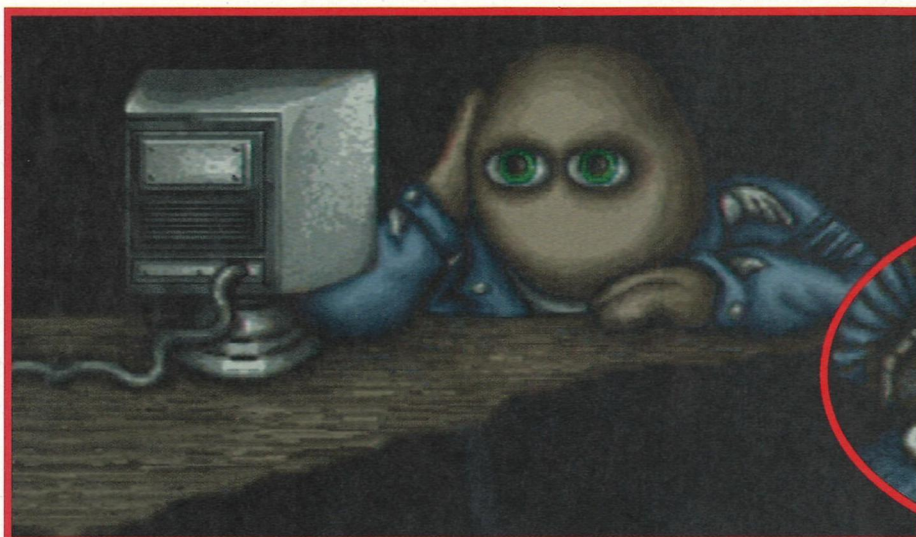
## COMMERCIAL CD32 SOFTWARE

|                        |        |
|------------------------|--------|
| Chuck Rock             | £14.99 |
| Emerald Mines          | £12.99 |
| Fire and Ice           | £19.99 |
| Jambala                | £19.99 |
| Kingpin                | £10.99 |
| Premiere               | £10.99 |
| ProjectX/F17 Challenge | £19.99 |
| Seek and Destroy       | £18.99 |
| Superfrog              | £14.99 |
| Top Gear 2             | £22.99 |
| Zool II                | £22.99 |





Vulcan Software, famed for their Valhalla series, have returned with a puzzly sort of thing that looks as though it could have the same impact as their two previous ventures. Before I get to the game itself, Vulcan should first be congratulated for charging only £12.99 for this wholly original effort, and it has to be said that even in its currently un-finished state, Timekeepers looks far better than a lot of full price releases that are available at the moment.



When I first saw Timekeepers (or Timeslip as it was previously titled in case you're confused), I was a little worried that it was going to be far too similar to Lemmings. However, having played it for a while it became clear that the only real similarities between the two are that the characters are seriously lacking in intelligence and both games are puzzlers. That is where the similarity ends.



Even though Timekeepers isn't finished yet, Vulcan are so confident of its success that they already have plans for an additional data disk which will basically double the game size. The original release will contain 64 progressively more taxing levels and the data disk will match that. This is a policy that Vulcan plan to implement for all the forthcoming releases in their new cut-price series.

# Tim

You either loved Valhalla and the Lord of Infinity or you hated it. Personally we thought it was the best new thing to happen to the Amiga last year, so you can imagine we were more than pleased to get our hands on a preview copy of Vulcan's latest puzzler. The colour palette and the graphical style may look disturbingly familiar, but the game is completely different, as **STEVE MCNALLY** found out...





# Timekeepers



Your task is to guide each platoon through 16 treacherous levels in each land in order to find the devices that threaten Earth's future. But you must beware, each of the levels is riddled with complex puzzles, obstacles and traps laid by Wilhelm to stop you from scuppering his plans. When you find the nuclear devices you must instruct your platoon to disarm them, the number of men you need for this task depending on the power and complexity of the death-bringing device in question.



Vulcan are able to bring you this game at this special price by cutting out the middle men, ie the very expensive distribution companies. Timekeepers will be available via mail order only (more likely than not through ourselves - watch the next issue for more details), thus allowing the developers to keep the cost down and provide you with what looks like an excellent original game at a rock bottom price.

The Timekeepers are a special elite police force from Earth's future who were established to protect the Fourth Dimension from Wilhelm, a psychotic warlord from the Andromeda system. His hatred of the human race has forced him into an insane quest to destroy the entire existence of our species, and, using the latest technology, he frequently places devastating nuclear devices throughout Earth's history in the hope of eradicating our destiny.



In his most recent atrocity, Wilhelm has hidden four nuclear devices in various periods of time. Seymour, the Timekeepers Commander, has discovered that Stoneage Land, Medieval Land, Vietnam Land and Space Land are the time zones in question, and four platoons have been chosen to travel back in time to locate and disarm the bombs.

Puzzle games have been seriously lacking in originality for a long time. I could be wrong, but I don't remember seeing anything like Timekeepers before, and as a result it breezed through our sweltering office like a breath of fresh air. The good news is that the game is almost complete and will be available within the next couple of months.

## Project Timekeepers

**Publisher** Vulcan

**Team** In House

**Release** July

**Inspected by** Steve



# Limbo of t

Graphic adventures on the Amiga. What are they? It's been so long since we've seen one we could all be forgiven for having forgotten. Fortunately Rasputin Software have got longer memories than us because not only do they remember what graphic adventures are, they've actually got one in production at the moment! Incredible we know, but absolutely true. Our resident doubting Thomas, **STEVE McNALLY**, is under the impression that it's not much cop at the moment, but he's hoping for a miracle.



Whenever you change locations you have to wait about half a minute for a cartoony 'cut sequence' to load which shows the main character walking a couple of steps down a corridor. This becomes extremely annoying after just a couple of viewings. I must stress that this fault and numerous others, relate to a small playable demo which wasn't installed on a hard drive, but if these problems are not fixed before the game's release, Rasputin will be extremely lucky to get a score anywhere near what they're hoping for.

In the past I've bemoaned the lack of graphic adventures for the Amiga, but - and I know it's not really traditional to make a comment about the quality of a game at this preview stage - if this is the kind of thing we've been missing out on then perhaps it's been a blessing in disguise. There are so many teeth grindingly annoying problems with the small demo we've seen that I dread to think what the full game is like.

Obviously there is plenty of time left to eradicate the problems of Limbo of the Lost, so perhaps a few pointers will give the programmers some indication of where I feel they've gone horribly wrong. For instance, if you leave the game alone for around ten seconds (maybe less), a lengthy disk access ensues before the character taps on the screen and asks you a question. Commendable in some ways, but after a short while it becomes possibly the most irritating feature in any game I've seen. Ever.





# he Lost



The setting for Limbo of the Lost is actually one of the game's better aspects. It all takes place aboard the mysterious Mary Celeste and you are put in control of Captain Benjamin 'Spooker' Briggs. The idea is to guide him safely through a quest to avenge the murder of his shipmates, who apparently were seen off by the Four Horsemen of the Apocalypse (or should that be cyclists? Ho Ho. Absolutely hilarious).

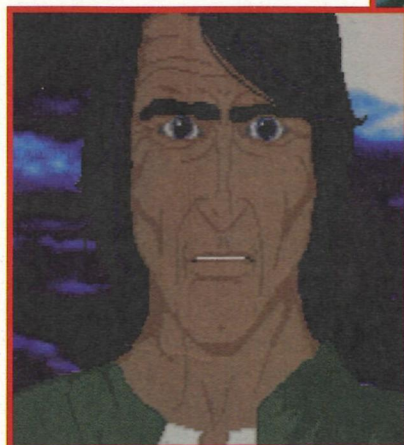
It's not really the done thing to be negative in a preview, in fact there has only ever been one other game that has incurred my wrath before the review stage, and that was the god-awful Snapperazzi. I'm not saying this is as bad as that, because it isn't even close. I just feel that if attention isn't drawn to a few damaging errors, a potentially good product is going to be reduced to the ranks of the poor league. There is promise in the game, it just isn't being exploited to the full.



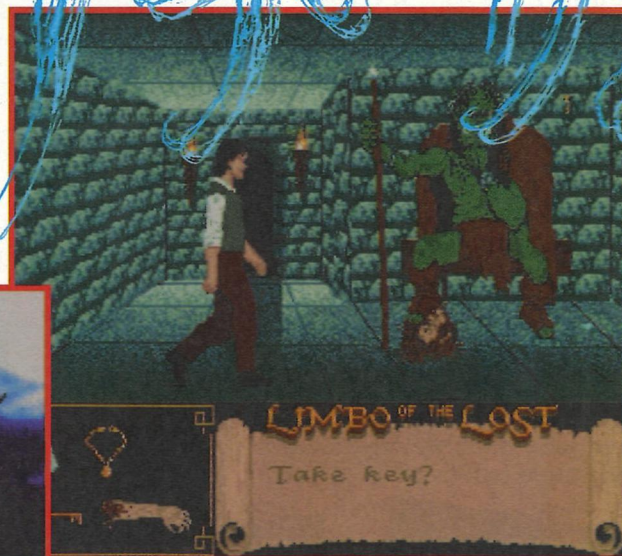
The game is entirely mouse driven and features a surprisingly easy to use interface. Right clicking cycles through the available options and left clicking on a specific area of the screen causes your chosen option to take effect. There's nothing innovative in this but it works well and more than serves its purpose.

"Legend has it that when God created the Earth he also created a special place, a fantastically beautiful and peaceful island, whereupon housed within a temple of stone lies his holy book of creation, hidden from man's inquisitive and gluttonous eye." No it doesn't. Legend has never had it, and indeed never will. Whatever book of legends the programmers have been reading, this is one I've never seen. What I suggest is that they return it to the shop they bought it from and demand their money back.

Unfortunately, God's Book of Creation has fallen into the hands of the terrifying Four Horsemen of the Apocalypse and they plan to use it to reverse God's will, destroying the Earth and all life upon it. There is hope though. One of the pages is missing, a page which Captain Briggs has in his possession. Hurrah! Recovering the rest of the book forms the backbone of the game.



The Limbo of the Lost title is derived, according to the programmers' notes, from a collection of strange places, some of which encompass the infamous area known as The Bermuda Triangle. Presumably this comes from the same source of legends as God's Book of Creation, because it's another new one on me. It's disgraceful what these book publishers get away with these days, peddling lies and rumours about what is and what's not a legend.



The only other Rasputin release of note for me was Jet Strike, which I really enjoyed. If they can get Limbo of the Lost up to a similar level it will be more than worthwhile. There's plenty of speech in there, the graphics aren't that bad and, with a few changes, the storyline could work. However, if it remains as it is now, I will be steering well clear.

**Project** Limbo of the Lost

**Publisher** Rasputin

**Team** Tri-Logik

**Release** August

**Inspected by** Steve



# CompetitionCompetitionComp

# Future's So

**T**he Amiga's saved! Hurrah! There's definitely nothing to worry about any more because ESCOM have come in and saved the day. Don't let the fact that they are primarily a PC mail order company worry you, or indeed the fact that they have just bought up Rumbelows and opened a nationwide chain of specialist PC stores. We're being blindly optimistic and are convinced that this plucky band of Germans are going to produce a range of new wonder machines for us all to love, cherish and obey.

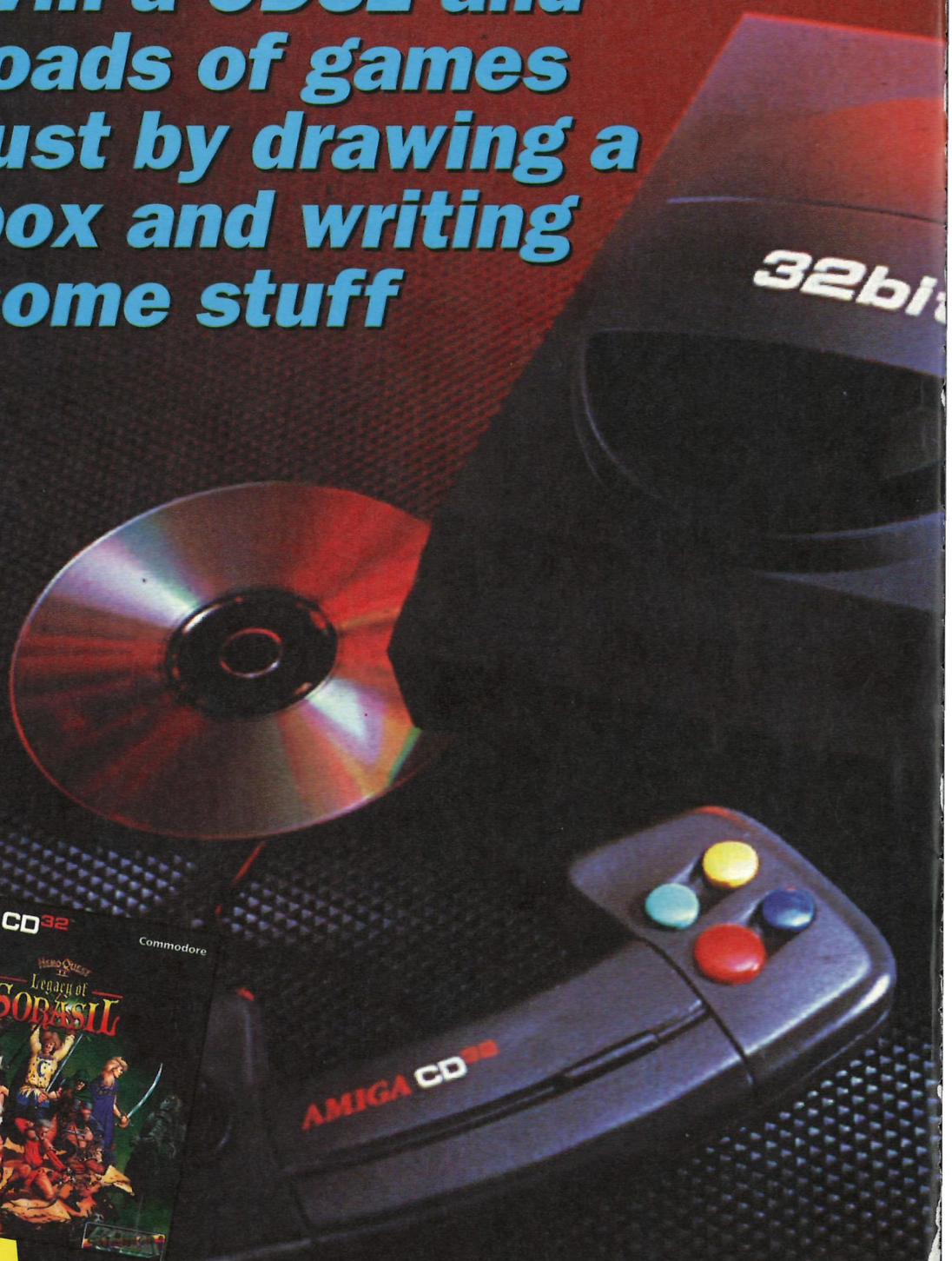
So, in a wild and over-friendly spirit of pan-European reverie and fun, we've decided to give our Teutonic friends a small shove in what we think is the right direction.

Just close your eyes for a second and imagine that in the near future ESCOM are going to release a 64-bit super CD next generation console-type thing. Got a picture in your mind yet? Yes? Good. Well, what we want you to do is design the outer casing and give us a brief description of what you think the machine should be capable of.

The lucky winner will get his or her hands on a brand new CD32 along with 10 of the many great games that have appeared on Commodore's excellent flagship machine.

**So, get your thinking caps on and get posting those entries off to us now.**

**Win a CD32 and loads of games just by drawing a box and writing some stuff**



**Win Win Win Win Win Win Win Win**



# Bright



**Age:**.....

☐ PLEASE TICK THIS BOX IF YOU DO NOT WISH TO RECEIVE PROMOTIONAL MATERIAL FROM OTHER COMPANIES.

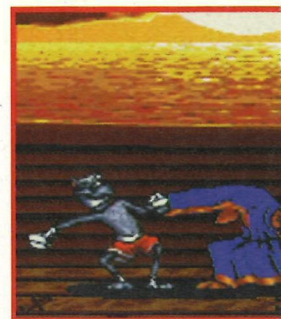
# WinWinWinWinWinWinWinWin



## Giving The Game

If you're tired of getting slapped around by beasts of the jungle, you may like to cast your eyes over our guide to those Brutal moves. The flashy and the not-so

**RHAI**  
 Berserk - 24  
 Lightning - 8  
 Tsumai - 7  
 Batter - 23  
 Face pull - 17  
 Frenzy - 18  
 KO punch - 12  
 Taunt - 12



Each character has a number of moves he or she can perform through your deft manipulation of the jolly old stick of joy, and what we've done - because we're nothing short of majestic - is make things really simple by drawing a beautiful, beautiful little picture of explanation. So for example, if you fancy pulling off the Dali Llama's [wahey!] smoke move, your eyes will be drawn to diagram 17. Following the numbers you'll push left, push right, and then sweep down dramatically in a quarter arc. The fire button isn't numbered, so therefore you won't press it. Simple, yeah?

And remember, these moves assume that your fighter is positioned to the left of your opponent. The controls are reversed in the case of the er, opposite.

This information was brought to you by the Patronisation Council of England and Wales.

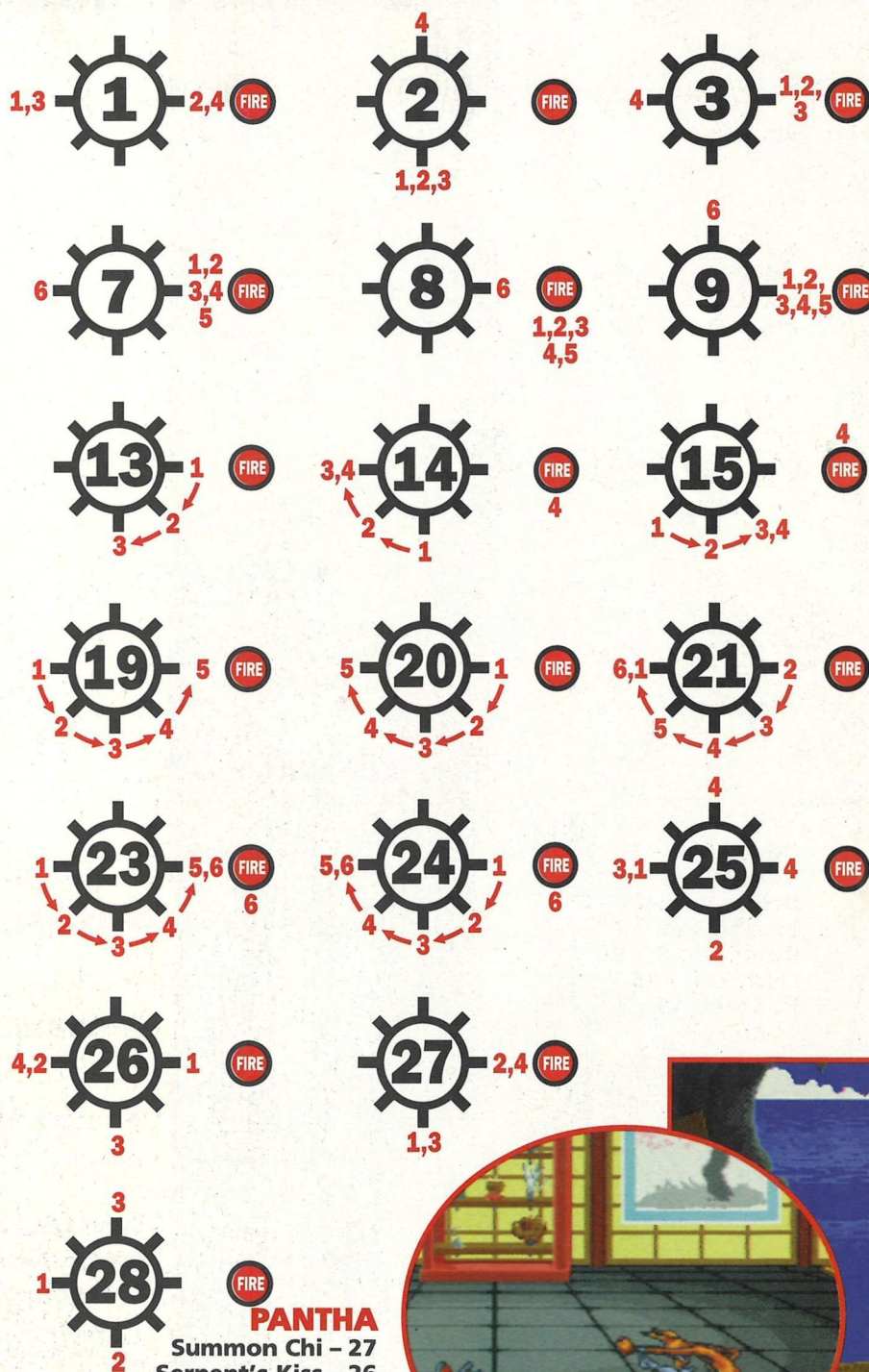
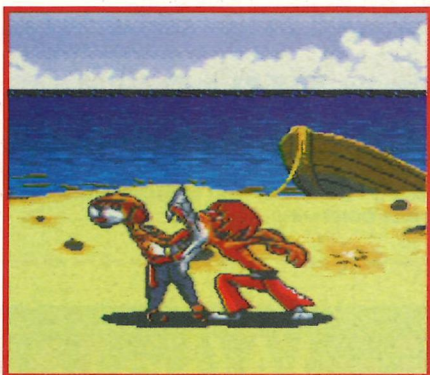


### KENDO

Hap-ki-do - 10  
 Ki force - 6  
 Five rings - 24  
 Spinball - 14  
 Cannonball - 18  
 Headbutt - 12  
 Slam - 11  
 Taunt - 1

### LEON

Leon exp. - 26  
 Rage inside - 27  
 Wild side - 19  
 Chord - 20  
 Roar - 17  
 Swim - 12  
 Bite - 4  
 Taunt - 1



### PANTHA

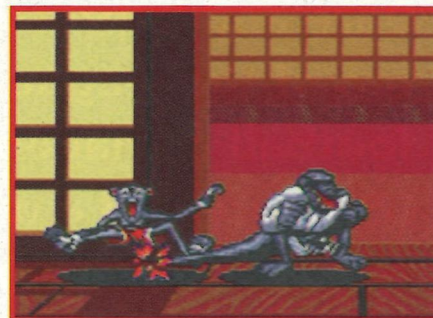
Summon Chi - 27  
 Serpent's Kiss - 26  
 Gentle path - 10  
 Cloak attack - 22  
 Power drain - 21  
 Projectile - 15  
 Taunt - 1





## TAI

- Way of the crane - 7
- Fist of the north - 6
- Divine wind - 24
- Fire run - 21
- Fire kick - 12
- Fire punch - 11
- Taunt - 1

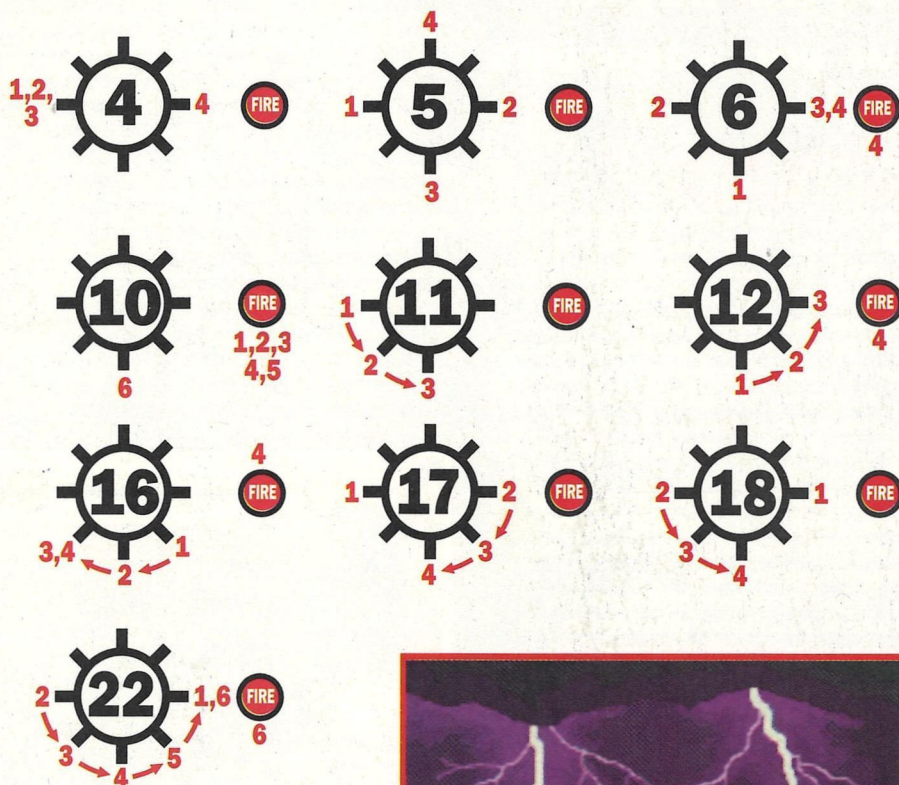


## CROC

- Empty hand - 25
- Swallow - 17
- Escrima - 6
- Triple tail - 19
- Torpedo - 9
- Tail whip - 13
- Taunt - 1

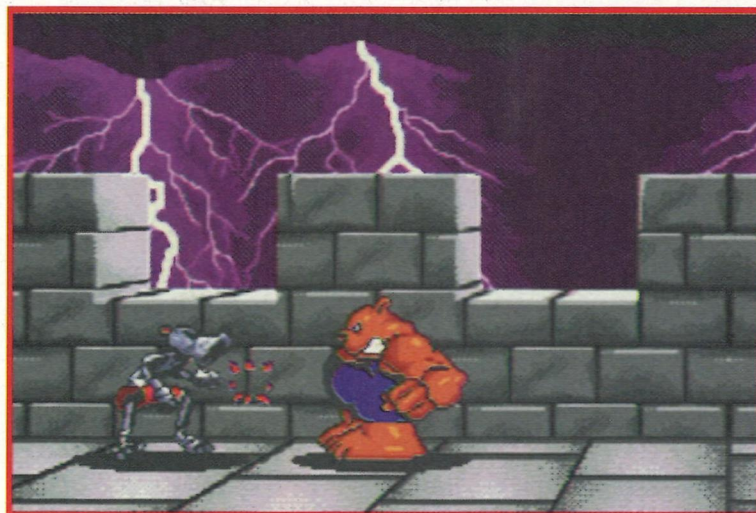
## DALI LLAMA

- Mind - 26
- Apocalypse - 23
- Headbutt - 12
- Smoke - 17
- Taunt - 1



## KFB

- Devil's kiss - 5
- Iron Fist - 3
- Dance of death - 6
- Scissors kick - 2
- Double flash - 20
- Flash kick - 15
- Hi-flash - 11
- Taunt - 1



## IVAN THE BEAR

- Rage of the world - 5
- Jab al nar - 4
- Strength of the north - 21
- Earthquake - 2
- Big belly [Monties] - 18
- Taunt - 1

## FOXY

- Penjat silat - 9
- Call of the lotus - 28
- Kuntae kata - 27
- Rollover - 12
- Spin - 15
- Whiplash - 13
- Taunt - 1



# Brutal: Paws of Fury



# Giving The Game

Daze and Impressions have hit the top of the league with this quality football management simulation. USM received a whopping 92% when reviewed last month, and seeing as how thousands of you will buy it, we thought we'd give you a few tips

away 6,000 or so tickets. You won't get any extra gate money, but those who do turn up will spend increasingly obscene amounts of dosh on your merchandise, thereby increasing your profits.

Spread your outlets evenly around your ground, but don't build near a stand where there is little or no capacity. For the greatest income, put the best outlets near the highest capacity stands.

Keep ticket prices fairly low for friendlies, and inflate them for cup games against clubs in higher divisions.

Remember to plan your improvements so that you have an all-seater stadium by the time you reach Division One. If you still have terraces and you get promoted from Division Two, the FA will condemn the offending stand.

If you want to optimise your advertising revenue, sort it out yourself, as your Assistant Manager doesn't take much care over getting the best deals.

Remember to increase your ticket and merchandise prices at least once a year. You should be able to get away with putting them up by as much as 10%.

If you are managing Manchester United you can increase your ticket prices at least fifteen times a season and launch thousands of new strips each week too.

TERM SELECTION

| NO | PLAYER      | HT | TA | TS | SH | FC | TF  | AGE | SWAT | FOB |
|----|-------------|----|----|----|----|----|-----|-----|------|-----|
| 1  | FRANKLINSON | 18 | 57 | 78 | 56 | 68 | 100 | 0   | 27   | 0   |
| 2  | DENNIS      | 18 | 57 | 78 | 56 | 68 | 100 | 0   | 27   | 0   |
| 3  | DAVIS       | 18 | 57 | 78 | 56 | 68 | 100 | 0   | 27   | 0   |
| 4  | WENSTANLEY  | 18 | 57 | 78 | 56 | 68 | 100 | 0   | 27   | 0   |
| 5  | THOMPSON    | 18 | 57 | 78 | 56 | 68 | 100 | 0   | 27   | 0   |
| 6  | ARMSTRONG   | 18 | 57 | 78 | 56 | 68 | 100 | 0   | 27   | 0   |
| 7  | WILLIAMS    | 18 | 57 | 78 | 56 | 68 | 100 | 0   | 27   | 0   |
| 8  | WILLIAMS    | 18 | 57 | 78 | 56 | 68 | 100 | 0   | 27   | 0   |
| 9  | WILLIAMS    | 18 | 57 | 78 | 56 | 68 | 100 | 0   | 27   | 0   |
| 10 | WILLIAMS    | 18 | 57 | 78 | 56 | 68 | 100 | 0   | 27   | 0   |
| 11 | WILLIAMS    | 18 | 57 | 78 | 56 | 68 | 100 | 0   | 27   | 0   |
| 12 | WILLIAMS    | 18 | 57 | 78 | 56 | 68 | 100 | 0   | 27   | 0   |
| 13 | WILLIAMS    | 18 | 57 | 78 | 56 | 68 | 100 | 0   | 27   | 0   |
| 14 | WILLIAMS    | 18 | 57 | 78 | 56 | 68 | 100 | 0   | 27   | 0   |
| 15 | WILLIAMS    | 18 | 57 | 78 | 56 | 68 | 100 | 0   | 27   | 0   |
| 16 | WILLIAMS    | 18 | 57 | 78 | 56 | 68 | 100 | 0   | 27   | 0   |
| 17 | WILLIAMS    | 18 | 57 | 78 | 56 | 68 | 100 | 0   | 27   | 0   |
| 18 | WILLIAMS    | 18 | 57 | 78 | 56 | 68 | 100 | 0   | 27   | 0   |
| 19 | WILLIAMS    | 18 | 57 | 78 | 56 | 68 | 100 | 0   | 27   | 0   |
| 20 | WILLIAMS    | 18 | 57 | 78 | 56 | 68 | 100 | 0   | 27   | 0   |

## Staying on top of your finances

**S**tart the game with five million pounds - it makes life a whole lot easier.

Make good use of the first two weeks of friendly games. Use this time to improve your stadium (without losing capacity crowds), and generate some gate money to offset against players' wages.

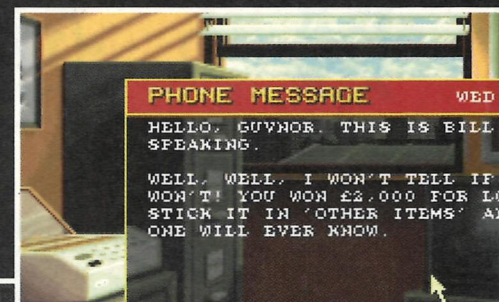
Make your ground improvements as soon as possible. If you wait around, inflation will push up building costs as the seasons pass.

Build the biggest merchandise and food outlets you can afford. You will make much more money from the extra ranges these units sell.

If you are suffering from crummy attendances and your gate receipts are looking dismal, try this tactic: Build yourself a 10,000 seater stand and give

RESULTS

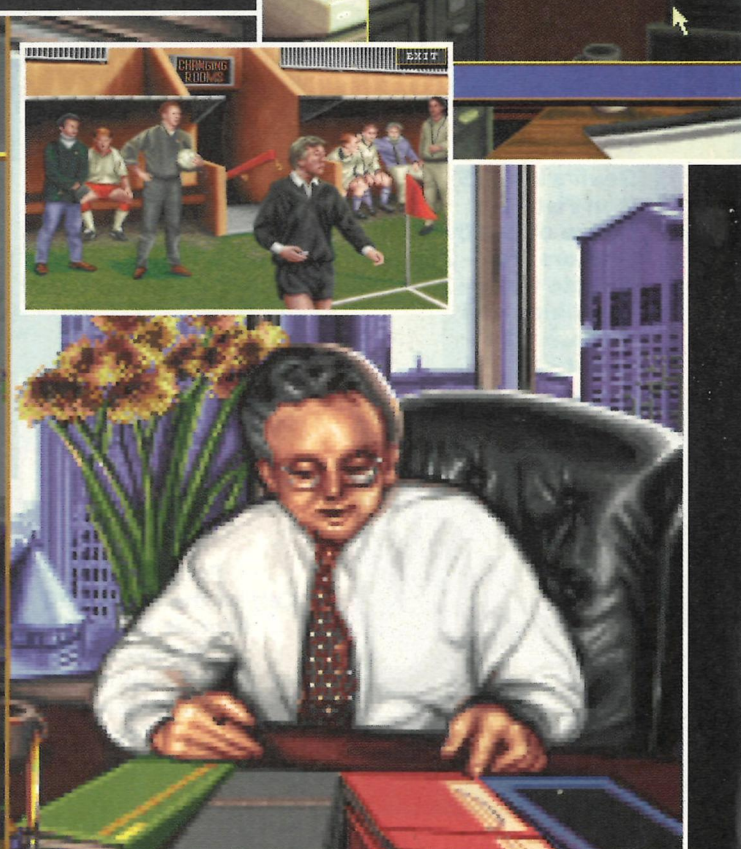
|                 |                |
|-----------------|----------------|
| 331 PREMIERSHIP | 332 DIVISION 1 |
| 333 DIVISION 2  | 334 DIVISION 3 |
| 335 CONFERENCE  |                |



THE BANK ACCOUNT OF BLACKPOOL

|                 |           |
|-----------------|-----------|
| BALANCE         | 5,021,663 |
| OVERDRAFT LIMIT | 0         |
| CASH AVAILABLE  | 5,021,663 |
| DEPOSIT ACCOUNT | 0         |

- APPLY FOR LOAN
- REPAY LOAN
- OVERDRAFT LIMIT
- VIEW WEEKLY ACCOUNTS
- VIEW YEARLY ACCOUNTS
- DEPOSIT ACCOUNT





## Managing your team

The first tip is to make sure you keep your chairman happy. If his opinion of you falls below the 10% rating you will be sacked on the spot. Furthermore, if your job security (an average of the Chairman's, Players', Fans' and Bank's ratings), falls below 20%, you will also be fired.

When selecting your team and formation take the Assistant Manager's advice. It isn't always perfect but it is generally correct.

Don't neglect training – it is vital for a successful team. Increase your current coaches wages to keep them happy and effective, and you'll also start attracting higher rated employees. A superb coach will be three times more effective than an average coach, so keep a look out for the better ones.

Buy youth players and train them up. Don't be put off by their low skill ratings, youth players improve much quicker than older ones, even without training.

Try to avoid getting "instant results". You stand a much better chance of winning matches if you watch the action and respond to it by giving instructions to your players.

If a player performs badly during a match, it may not be his fault! Be careful not to put players in ineffective positions where they don't get much action. Look at the formation your opponent is using and adjust yours accordingly.

During a match, if the opposition have a particularly dangerous striker, use more than one of your defenders to "man to man" mark him out of the game.

Fans don't like watching long-ball games. Overuse of this tactic may result in falling attendance figures.

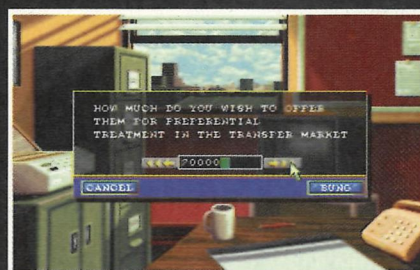
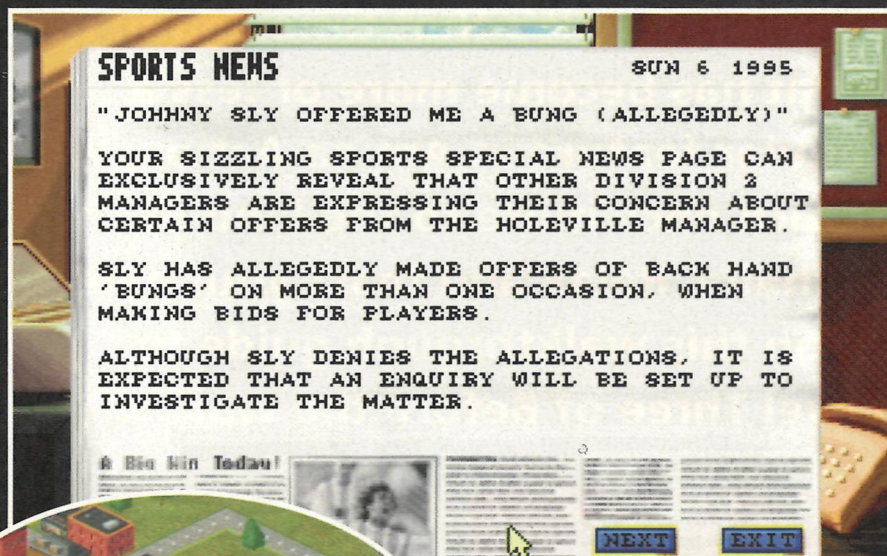
If you want to buy a quality player from a higher division but keep finding that none of them are willing to drop down to your level, go for the older ones (mostly over 33). These players are in the twilight of their careers and are willing to go anywhere as long as the money is right.

Try to stay in the cups as long as possible. You receive half the gate receipts for the one-leg rounds, including the finals, which generate loads of money.

Go to the bank and get as big a loan as possible, then invest in the best goalkeeper and striker you can afford. To get the best players on the transfer market you will have to offer big money.

You can also sign players who aren't on the transfer market, but clubs are generally reluctant to release them.

Rotate your squad as much as possible to increase your players' experience. If a player is left on the bench too long he will become demotivated and will perform badly when selected.



## Playing it dirty, and getting away with it

At the very start of the game the computer determines that 20% of the clubs will be corruptible. For the entire duration of the game the other 80% will never accept a bung or rig offer.

## Getting caught

Each time you make an unsuccessful corrupt offer, or bet against your own team, there is a 50% chance of you being spotted. You must be spotted twice to get your first warning. This will come in the form of a newspaper report immediately after the next match.

Every week you stand a 5% chance that your first indiscretion will be completely forgotten. Being caught a third time will result in a second, official warning against your behaviour. If you are spotted a fourth time you will be sacked on the spot!

Bear in mind that the value of your palm-greasing money is subject to inflation – at around 5% a season.



NB: The computer uses several different formulas to calculate whether or not any of the 20% of clubs randomly designated as being corruptible will accept your dubious offer. Formulae are based on the size of the club, their position in the league table, the number of players, the monetary value of your offer, plus a random variable.

## Cheat Mode

If it's still all too much for you, there is a cheat mode tucked away. When asked for your name at the start of a game, enter MAKE BELIEVE. Then at any time (except during a match) press + to get an extra £100,000 in your bank account.

Using MAKE BELIEVE the following keys can be pressed during a match to affect the result:

G = Gives a goal attributed to the person who last passed the ball

E = Takes the game straight into a penalty shoot-out

F = Gives away a foul

Esc = Immediately quits the current half leaving the score as it stands

1 = Ends the match instantly with a 1-0 result

2 = Ends the match instantly with a 2-0 result

3 = Ends the match instantly with a 3-0 result

4 = Ends the match instantly with a 0-1 result

5 = Ends the match instantly with a 0-2 result

6 = Ends the match instantly with a 0-3 result.



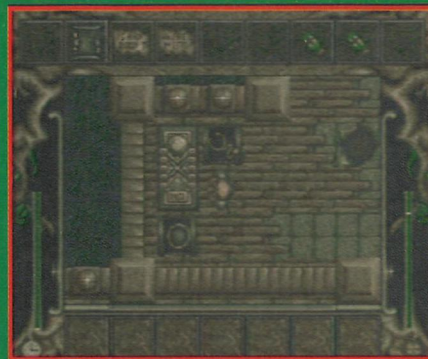
**PART 3** Yep, it's that time again. In what has become more or less a regular feature in Amiga Action, we return once more to the land of Valhalla. Relax and feast your eyes upon this walkthrough guide to Level Three of Before the War

## LEVEL THREE The Gallery

**P**ick up the key then walk to the right and pick up the bag of cement. Above here there is a dodgy tile. Look under it and take the box of matches. Walk through the passageway at the top of the room and pick up the toy block. There is another dodgy tile here. Look under it to find a stamina bottle.

Continue up into another room, look under the dodgy tile and take the chest key. Now take PLEASE MOVE from the foot of the vampire's coffin.

Go back into the room with the mummy and flick the lever in the passageway on the left. Walk through the



open door and put the bag of cement in the cement mixer.

Walk past the tape recorder, flick the lever on the wall and go up until you reach a chest and some pebbles. Pick up the pebbles then go down until you reach a conveyor belt. Put the box of matches on the Tomb of Arson Molar which can be found near by.

Walk down from the conveyor belt and you should reach another dodgy tile. Look under here and take the stick which was previously concealed.

At the bottom of this room you will see some gungy stuff next to a ghost container. Walk across the gungy stuff and pick up the binoculars.

Keep going and pick up the stamina bottles. There is a chest here which can be opened with the chest key. The chest will



This is Kansas where you will find a zombie accused of a heinous act

The soul stealer is to be found in this chamber. Mestophiles is waiting for his pound of flesh

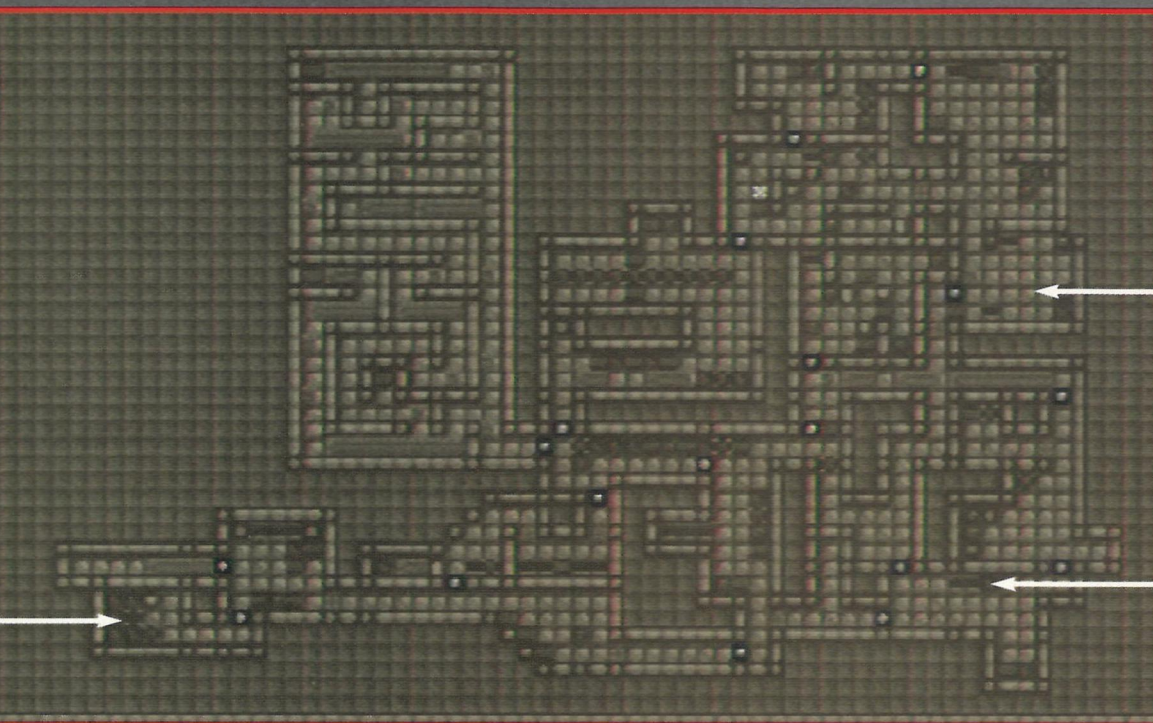
open to reveal a length of guttering. Take this fine piece of craftsmanship.

Recross the gunge and place the piece of guttering between the cement mixer and the vat of water. Press the button on the vat and some water should pass into the mixer. Put the pebbles in the grinding machine in the room where you started and take the sand which is produced.

Put this sand in the cement mixer and press the button on the front of the machine. Now take the cement which has been made and put it on the funny shaped hole in the room where you started. This will seal in the ghost which previously appeared and allow you to open the door to the left with the skull key.

Walk through here and go down until you reach a stamina bottle. Pick it up and read the book about the zombie. Continue





The room where you start contains a ghost, a key and a spider's web

On the right day, the ghost of a vampire's wife will appear in this room

down and put the stick in the empty socket on the wall. Flick the newly-created lever and go through the door.

Pick up the ghost trap and walk past the vacuum cleaner to pick up the stick thing. Look around near the bottom of the room and pick up WHERE IS M?

Return to the toy box and place the ghost trap next to the door on the left. Now put the toy block in the toy box and watch as a ghost appears and is swallowed by the ghost trap. Pick the trap up and go through the door on the left. Look under the dodgy tile and take the fly, then put the binoculars on the Tomb of Brahms Seeformiles.

Take the chicken egg and flick the lever on the wall. You should now make your way through the open door at the bottom of the room.

Go to the ghost container you found earlier (below the conveyor belt), and put the ghost trap on it. The spook will be sucked into the container and you can pick up the now empty trap.

Put the chicken egg on the nest near the tape recorder and watch as the duck waddles across to protect its ova. You can now access the dodgy tile which the duck was guarding. Underneath it you will find a stamina bottle.

Put the fly on the web in the room where you started and take the spider. Put



this eight-legged beast on the molecular stabiliser next to the mummy and it will turn into a chest key. After the mummy has told you he's in shock, pick up the key. This can be used to open the chest to the left of the tape recorder.

Take the stick and go back to the room where you started. Go through the door at the bottom left and go down until you reach the gunge. Take the corridor that leads off to the right and keep going until you reach an empty wall socket.

Put the stick in the socket and flick the lever. Now pick up the stamina bottle and go through the door.

Take a corridor to the left and you should come across a lathe. Put the stick thing on here and it should turn into a stake. Pick this up, leave the corridor and go down until you reach a dodgy tile. Under here you will find another stamina bottle. To the right there is a lever on the wall. Flick it and walk through the door at the bottom. This should bring you into the

# Vaihalla Before the War



## Valhalla Before the War



room where you found the vacuum cleaner earlier.

Go to the coffin of the vampire who wants his WELL DONE and give him the stake (stake/steak – well done. Geddit? Ho-ho!) He will give you a pair of dentures in return. Put these on the Tomb of Arson Molar and take the Angry Potion.

Go and stand in front of the zombie, drink the Angry Potion and say MOVE PLEASE. The zombie will be scared off and you will be free to pass.

Flick the lever on the wall and go left and down. Pick up the brass bell but leave the calendar day for now. Keep going down and pick up the musical score.

Enter the passageway to the right and look under the dodgy tile. There is another stamina bottle here.

Flick the lever on the wall and walk through the doorway into the vacuum cleaner room. Put the musical score on the Tomb of Brahms Seeformiles (it's near the vampire who is asking for his wife), and take the key.

Go through the door at the bottom left of the room where you started and take the gunge-filled corridor to the left. At the end of here there is a door which can be opened using a skull key. Enter the room and take the stamina bottle and cassette tape.



Place the ghost trap between the ghost and the telephone and use the telephone near the bottom of the room. The spook will attempt to take the call and be sucked into the trap. Pick the trap up and go up and right to a dodgy tile. Take the Cupid's bow which is concealed beneath, and pick up the brass bell.

In the corridor below the dodgy tile where you found the bow, you will discover the Book of Names. Put WHERE IS M? on here and it will change into WHERE IS MESTOPHILES? Pick this up and put Cupid's bow on the Tomb of Doctor Love (below the vampire who is guarding the calendar day).

Put the cassette tape on the tape recorder and press the button on the

front. You will hear the noise of a dog barking and the duck guarding the nest will change into fluffy feathers. Pick these up and go to the ghost container. Put the trap on the container, and when it is empty, pick it up again.

Go to the zombie, stand in front of him and say WHERE IS MESTOPHILES? Now go through the door that has opened. Pick up IS ANYBODY THERE? and put the two brass bells you have on a couple of the altars next to the mummy.

Pick up the Santa hat and flick the lever on the wall. Go through the open door and pick up the tennis racquet. Under a dodgy tile you will find another stamina bottle.

Now put the Santa hat on the Tomb of Nicholas Kiss and the tennis racquet on the Tomb of Martina Bronte. Put the fluffy feathers on the floor at the foot of the conveyor belt and flick the lever on the wall beneath. Pick up the upturned glass.

Go to the ouija board via the room with the vacuum cleaner and put the upturned glass on it. Now say IS ANYBODY THERE? The glass will move in eerie fashion and you should take the stethoscope and the Hoover bag. Put the Hoover bag on the vacuum cleaner and the stethoscope on the Tomb of Doctor Love.

Pick up the brass bell from the tomb and put it on the third altar next to the mummy who wants you to play him a tune. Flick the lever below the bells and a beautiful harmony will ring out.

Pick up the key which the mummy presents to you and use it on the gold door on the left. Go through this door and use the map screen to work your way





## Vaihalla Before the War



round the maze to a silver key. Pick up the key, look under the dodgy tile to find a stamina bottle, and make your way back out of the maze.

Use the key to open the door below the vampire and the calendar day. Walk through the door and pick up the flower. Leave the room via the top left and flick the lever to open the door below the ghost. Look under the dodgy tile to find yet another stamina bottle.

Keep going left and pick up KANSAS and the chalice. Put the chalice next to the vat of brandy (near the lathe), and press the tap to fill it with alcohol. Pick up the full chalice and put it in front of the mummy who is in shock. He will give you a Potion of Thieves.

Go to the vampire who is guarding the calendar day, drink the Potion of Thieves and pick up June 1. Put this on the altar to the right of the vacuum cleaner and a ghost should appear. Press the button on the hoover and the ghost will be sucked

into the hoover bag. Pick the bag up and take it to the vampire who wants his wife. Place it at the foot of his coffin and take the Mirror Spell which he coughs up.

Go to the room with the two telephones and put the flowers in the vase. You will hear a sneeze and a zombie will appear in the top left of the room. He says he wants to look like you, so put the Mirror Spell between him and yourself and take Mestophiles' ring.

Go to the room which contains the other pentagram (not the one that takes you to Kansas), stand on it and say WHERE IS MESTOPHILES? The scary-looking bad guy will now appear. Look at him and he will ask you for his ring.

Put Mestophile's ring on the altar next to him and he will give you some mistletoe and tell you to prove that you are evil. Put the mistletoe on the tomb of Nicholas Kiss and pick up the Invisible Potion that appears.

Enter the corridor below the mummy who wanted you to play him a tune and go to the bottom where the piece of paper and the bottle keep moving. Drink the Invisible Potion and pick up the Telekinesis Potion and the paper with HE'S INNOCENT written on it. Go to the vampire who was guarding the calendar

day, face the wooden altar to the left, drink the Telekinesis Potion and say PLEASE MOVE. Pick up the Judgement Potion and go to Kansas. Stand in front of the zombie, drink the Judgement Potion and say HE'S INNOCENT. Now pick up the zombie's face. Use the pentagram again to leave Kansas and return to the place where Mestophiles appeared. Put the zombie face on the altar and take the book. Put the book on the Tomb of Martina Bronte and take the TV aerial.

Put the ghost trap between the one remaining ghost and the television set, then put the aerial on the TV. Once the ghost has been captured, pick up the key to the left and take the trap to the ghost container. When the trap has been emptied, the container will explode and you will be standing on some of your blood. Pick the blood up and go to the room of Mestophiles. Use the key to open the door at the bottom of the room and enter this new chamber.

Put the blood in the soul stealer and take your soul. Put this on the altar next to Mestophiles and the door to the left of the room will open. Walk through here and you've completed the level. Now only the King's Chamber stands in your way.

*Level Four solution next month.*





# Giving The Game

## Bloodnet

Having trouble with Gametek's vampire infested, 90% rated adventure? Well fret no more, for we have a solution to sort you out

### Tackett's Lab

A) Get important plans.  
B) Put the 4Mb chips in your decking unit. To do this, pick up chip with left mouse button. Move the chip to the top of the screen and click on Matrix Type square, then click on the decking unit. Put the 4Mb chip over the 1Mb chip and click with the right mouse button. You will then have replaced the chip. Go back to the main screen and drop the 1Mb chip.

### Houston Matrix Rovers

A) Get a patch cord.  
B) Talk to Larry Owen.

### Abyss

A) Talk to Rymma Liz.  
B) Choose four characters to join your crew (including Rymma).



### Metropolitan Museum of Art

Talk to Montgomery Taylor. He will give you an invitation to the Hellfire Club if you answer NO to his first question.

### Central Park

A) Talk to Kimba West.  
B) Talk to Sander Tomalin. You have to talk to him twice in order to give him the implant plans. He will give you a lockpick database, Smaria Soulbox and a 4Mb chip. Put the soulbox into your decking unit.  
C) Talk to Mother Mary on the second Central Park screen.

### Café Voltaire

A) Talk to Oscar Nandez (second screen).  
B) Talk to Lenora Major.

### C-Space

Go to 'Medium' well.

### Kafka Conspiracy

Talk to Coover Tristan.

### Electric Anarchy

A) Talk to Phree Thought.  
B) Talk to Nai Hillstick.  
C) Talk to Chuck.  
D) Talk to Phracktle K Oss.

E) Talk to Auntie Matter.  
F) Talk to Garrick Fizz and get him to join.

### Autonomy Dogs

A) Talk to Wild Child.  
B) Talk to Sabaccatus St. Aubens.

### Hard Metals

Talk to Tempered Steele.

### St. Patrick's

A) Talk to Mother Mary.  
B) Talk to Bother Complicitus. You will need to talk to them both twice to complete the conversations.

### Hellfire Club

A) Talk to George Yatchisin.  
B) Talk to Renfield.

### Hardarm Tacktick

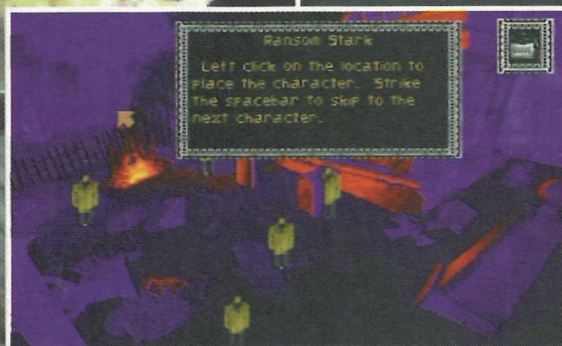
A) Buy Lockpick casing and diagnostic unit.  
B) Assemble electronic lockpicks.

### TransTechnicals

A) Security:  
Kill Chief Daryl Paine  
Get TTCloak from Paine  
Search area and pick up all items.  
B) Emily Esaki:  
Search Area  
Get Pin.  
C) Bill Dougan:  
Talk to Bill Dougan.  
D) Nanotech:  
Search area and pick up all items  
Use electronic lockpicks on the locked store room door  
Search store room and pick up all items.

### Lazlo Green

(Examine Crackdown lists to open)  
A) Search Area.  
B) Pick up gas mask.





## Electric Anarchy

- A) Talk to Phree Thought.
- B) Give her a Dragon Soul Box and say YES when she asks.
- C) She will give you a Sonoma Vapour.

## Icon Pirates

- A) Put the gas mask on a character.
- B) Use Sonoma Vapour with character.
- C) Search area.
- D) Get Holocam and both films of holofilm.

## Doom Pilots

Talk to Ghost Walker

## Madam Mescal

- A) Buy Instpigment.
- B) Use Instpigment on yourself.

## Cloisters

- A) Sabastan's room and get beads.
  - B) Weapons room.
- Solve mirror puzzle by filming yourself with the holocam then play the recording near the mirror. Search area and get all the soulblades and stakes.



## Café Voltaire

Place beads next to Cyril Thorpe.

## C-Space

- A) Go to 'Medium' well.
- B) Talk to Cyril Thorpe.

## Cloisters

- A) Sabastan's room. Talk to Sabastan who will bless the blades.

## C-Space

- A) Goto f.a.t.s.
- B) Talk to Melissa Van Helsing.

## Le Phood

Talk to Melissa Van Helsing and have her join you.

## Hellfire Club

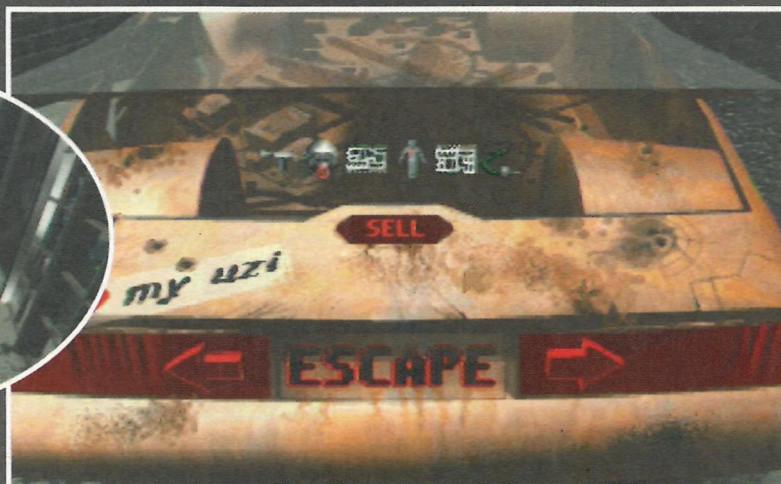
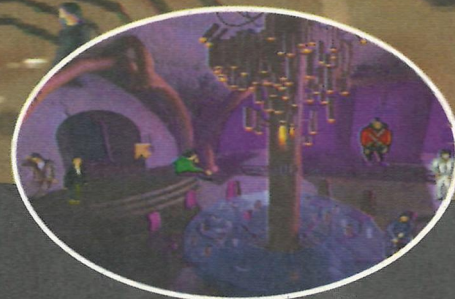
Talk to Alexander Tennent.

## Van Helsing's Apartment

- A) Kill all vampires.
- B) Enter second room.
- C) Search area.
- D) Pick up signal scrambler.

## General Hints

To pick up objects, click on them with the left mouse button. To put objects in Stark's inventory, click on them with the left mouse button and then move the items to the bottom left hand corner (very edge of screen), and click with the left mouse button. Stark's face will appear. Double click on Stark's face with the right mouse button and place the item in one of the empty slots before pressing the right mouse button.



## Grant's Tomb

- A) Kill everybody.
- B) Get green pendant.
- C) Free Alexander Tennent.

## Transtech (1122)

- A) Kill everyone and shoot the incubator to kill Van Helsing.
- B) Talk to Dr John Harker.

## C-Space

Enter 'Elizabeth' well

## Game Ending

- Don't panic, you're almost there. Carry out these last few instructions and it's all over.
- A) Fight Dracula Images – six in total.
- B) Fight and kill the real Dracula.
- C) End of game!





## Giving The Game

**After last month's Indy full solution extravaganza we still weren't satisfied. There are three entirely different ways of completing this festival of all things Indy-like, and we want you to try them all. So, the Team Path then...**

**O**kay, now bear in mind that this Team Path solution begins at the point in the game where you have to make a choice as to how you're going to continue.

Go to Algiers and head left towards the back alley. When you arrive, pick up the mask and return to Monte Carlo. When Sophia has finished talking, follow her into the hotel room, pick up the sheet from the bed and go over to the cabinet. Take the flashlight then go into the street, find Alain Trottier and persuade him to follow you into the hotel room.

Once Sophia is talking to Alain, open the fuse box and turn off the lights. Use the sheet and then the mask, then turn on the flashlight and walk towards Sophia. This will scare Alain. He will run away and leave the stone disk on the table.

Go and use the taxi and go back to Algiers. Then go back to the alley and give the stone disk to Al-Jabbar, who will tell you about a dig site and give you a map and a few camels. When you return, tell Al-Jabbar that you want to keep the mask, then go and talk to the storekeeper and offer the item for the squab. If he refuses, go back to Al-Jabbar, exchange for another item, and offer the storekeeper this. Do this as many times as necessary until your offer is accepted and he gives you a squab on a stick.

Go and talk to the knife thrower. He will inform you that he needs an assistant to use in his act. Talk to Sophia. She will then talk to the knife thrower. When she's looked at the knives, push her and she will be used in the act. After the act, the knife thrower will give you a knife. Go right and talk to the beggar to learn of a special



offer. Give him the squab in exchange for a ticket for a balloon ride. Go upstairs and get in the balloon. When you are in the air use the knife on the rope, then manoeuvre the balloon to the nomad camp. When you have landed, give the map to the nomad. He will give you some directions to the dig site.

Go back and use the balloon, then follow the directions. You will be shot down and have to land at the site. After Sophia has fallen into the sand, head towards the ladder. Search around in the dark for a long tubular thing and a clay thing. Return to the truck, open the gas tank and use the clay jar with the end of the hose. Close the tank, pick up the hose, return to the ladder and search for a metal thing. Push it to start the generator.

Pick up the ship's rib and head right towards the table. Pick up the wooden peg and use the rib on the crumbling wall to reveal a mural. Use the wooden peg on the mural and then use the stone disk with the peg.

Insert the description from the lost dialogue and a door will open to reveal Sophia, who will give you a distributor cap and an amber fish on a string.

Go to the generator and open it to reveal a spark plug. Turn off the generator, take the spark plug and return to the truck. Use the distributor cap on the engine and plug the spark plug in the engine. Then use the truck to head towards Crete. Head for the path to your left, this leads to the ruins. Go over the bridge and pick up the surveyor's instrument, then go back to the doors. Examine the piles of stones, two of which are loose, and under which you'll find two statues. Use the surveyor's instrument on the statues in turn. Align the cross-hairs on the tall horns of both, and you should have a cross on the ground. Use the rib with the cross to find the moonstone.

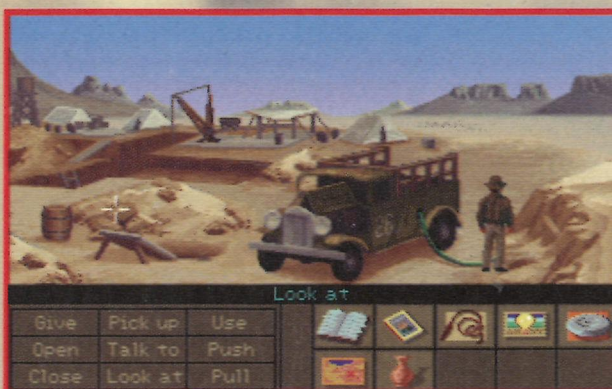
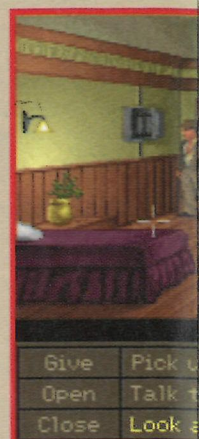
Return to the path and continue right until you find the spindle. Use the disks on the spindle to open a secret door, and with your disks, go through. Once inside, pick up two of the statue heads and enter the door. Once through the door use the whip on the statue in the next room. This will pull the statue towards you and close the gate.

Go through the centre door and then through the left. Now go through the door directly to the left of you and use your whip on the statue head, which will roll down the steps. Follow it and you'll go down on an elevator [woohoo!]. At the bottom, pick up the pole and the worldstone, enter the doorway and look at the hole in the wall.

Talk to Sophia and persuade her to boost you through the hole. She will follow you and open the gate.

Go back to the elevator, look at the waterfall and climb the chain. Go through the left door and use the three statue heads on the shelf. Enter the door when it opens, then go through the centre and then the right door. Use the staff on the clock then return through the two doorways and go right.

Use the staff on the mouth of the head, pick up the gold box and the Orichalcum beads and head back to Sophia. Tell Sophia you want to put the necklace into the gold box because it is







throwing off the Orichalcum detector. Go through the doorway and find the waterfall. Use the amber fish to reveal a wall, use the rib on the wall to reveal a door, and enter it. Go through the right door to enter the map room, use the disks on the spindle and enter the door. Kerner will follow you and demand the stone disks. Give them to him, walk over to the rock wall and use the rib with the wall to escape.

After the animation, head towards the submarine. Open the hatch and hit the captain, then enter the sub. Use the intercom and answer #1. Go down the ladder into the aft section and use the bread and cold cuts to make a sandwich. Go left and use the lever and the switch. Go through the trap door, down, and then right towards the battery acid. Use the clay jar to collect the acid and go right to the forward section.

Ask Sophia to distract the soldier, then go back to the ladders and sneak up behind the soldier, who will turn around. Use any of the first three answers and Sophia will knock the guard out. Go right, pick up the plunger and return to the intercom. Choose answer #2, return to the lower deck and head right towards the trap door. Open it and use the jar of acid on the strongbox.

Head back to Sophia and use the key with the emergency rudder control. Return to the conning tower and push the lever. This will break, so use the plunger on the lever. The scene will change to show the sea and the sub, and you have to use the four controls to move the sub into a small doorway... the entrance to Atlantis.

Go down the stairs and pick up the wooden thing. Go right and use the ladder on the pile of rubble. Climb the ladder, then pick it up and open the stone thing. Inside is a metal rod. Use a bead with it to produce light and use the disks on the spindle.

When the mouth of the sentry opens, use a bead in it to open the big door. Gasp in amazement, for you are now inside the famed city of Atlantis.

When you enter Atlantis you will see a view from above. There are four of these which produce a circle, this represents Atlantis. Around the area are question marks, these are rooms which you can enter. There are twenty two rooms, six of which have names, the rest are simply called ROOM. Inside some rooms are grates which you can enter to go to other rooms. In two of these rooms the grates lead to a grate in the wall, one of which leads to a big statue. Use a bead on the statue to kill the guard and now, in order to complete the

game, you need to search the rooms to find seven items. They are:

- A bronze gear
- A statue head
- A cup
- A rib cage
- A bronze spoked wheel
- A statue part
- An eel sculpture.

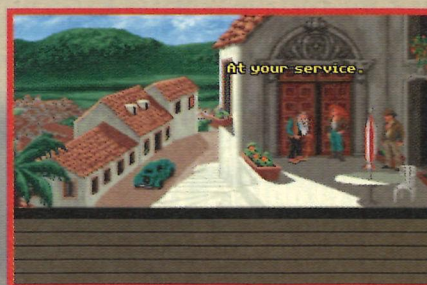
To get the cup you need to use the ladder on the hole. Remember to collect the ladder after

you've got the cup. The rib cage

is in the subway at the opposite end to where you begin. Once you have collected these items you are on your way to completing the game.

Go to the lava room and use the cup on the pedestal. Then use the statue head on the plaque to fill the cup with lava. Next go to the machine room and use the bronze spoked wheel on the peg. Climb the stairs and use the lava filled cup on the funnel, then go down to the dish and collect the beads. To complete the game you need approximately seven beads. Go to the crab room and use the sandwich on the rib cage. Use the baited rib cage in the pool and walk away from it, this will catch a crab.

Head towards the sentry room and use a bead with the eel sculpture. Next use another bead with the fish statue to open the door. Go through, enter the dungeon, pick up the statue part and return to the canal. Use the rib cage with the octopus then enter the water. Now use a bead on the mouth of the raft to enable you to use it to head towards the doors. Go to the left door and use the sunstone with the spindle. Go through the door and use the moonstone on the next spindle. Now head towards the steps, go through the door and take the crescent shaped gear. Close the cupboard and look at the diagram. Head back to the raft and use the world stone on the last spindle before using the archway. Use the chain on the bronze loop attached to the door and use the ladder on the sentry statue. Open the chest plate, follow the instructions you saw on the diagram and use the chain on the statue arm. Go back

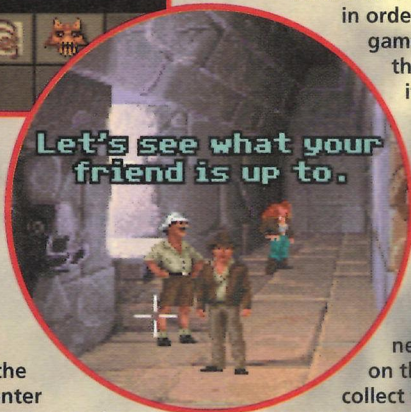


to the chest plate and change the position of the small wheel. Pick up the hinge pin and return it to the dungeon. Give the hinge pin to Sophia and then pick up the cage. Tell Sophia that you have a plan and that she should use the hinge pin to hold open the cage. When she is free, pick up the cage and then the hinge pin.

Return to the statue room and go through the doors. Answer Sophia then follow her into the room. Talk to Sophia then look at her before using a bead on the necklace. When she takes the necklace off, use the gold box with it. Go up the stairs to the left, pick up the sceptre and leave the room.

Walk into the hall at the top of the screen and on the wall you should see some strange markings. Take a good look at them because they are the controls to the big machine in the room opposite. Enter the room and use the sceptre in the left slot of the machine and the hinge pin in the right. Use the diagram you saw in the hall on the two levers, then look on the floor to see another set of strange markings. These are the controls to stop the machine. Remember these then put a bead in the mouth to start the machine. When you can control it use the diagram you saw on the floor to stop the machine.

When you have escaped from the machine, walk to the path to the right and below you and go through the door. Now you have to enter certain doorways to get to the lava crossing. The doors to go through are the right door, up the stairs and through the right door again, go through the centre, then the centre then the right followed by the left. On the wall is a diagram, this is the combination to start the machine. Go up the slope to your right then through the left door. You should now be at the lava crossing. Walk all the way to your right then walk to the centre of the city to reach the machine of the gods. Use the combination on the spindle which was on the wall. When Kerner enters the room, talk to him and say any combination of answers until he enters the machine and gets killed. At this stage you have to keep talking to the professor. The best combination of answers to use is lines 1,2,3,1,1,2,4,2,2,1. After this the professor steps into the machine and vanishes. Now all that's left for you to do is sit back and watch the ending.



## Fate of Atlantis: Team Path



# Giving The Game

## Small Tips

The cheats are just flooding in these days. There have been so many pouring into our office recently that our postie has had to take some time off work with a back problem. It's a tip fest

### Jungle Strike

We've definitely never printed these codes before. They're brand new.

Sub Attack - RSMKVSPGC7X  
Training Ground - 96PBLHJF4L  
Night Strike - XMCRLGFDY6G  
San Puloso City - VJH94MC7JLN  
Snow Fortress - WPHYV4F3BRG3  
River Raid - TG3TGDBR9C9  
Mountains - 7CR94SPGC7V  
Return Home - N7RL7JK3BPY  
End Screen - LJ96YRW7Y6



### Mr Blobby

Millennium's epic platformer takes a bashing here with the help of our outstanding level codes, although why anyone would want to skip to the later levels when there is so much fun to be had on the earlier ones is beyond us.

EMEA  
FIAP  
HALTS  
BASM  
DASL  
FTAN  
HAPR  
AACB  
BBBF



## Smaller Tips

#### ALFRED CHICKEN

On the title screen, type HELPMARK for a level select screen. Press (1-9) or (A-B) to select the level you want.

#### BLUES BROTHERS

On the character select screen, type WALLOO and the background screen will change to maroon. Press a number (1-6) then the space bar to go to the corresponding level.

#### ELITE

When the copy protection screen appears, type SARA for the first attempt. If you have a newer copy, type SUZANNE. Next you will have to enter the right code from the manual. Use the '\*' key or the '\*\*' key to alter the quantity of the arms and cargo.

#### GOAL

If you're unfortunate enough to have a player sent off, press the AMIGA key to bring up the substitute bench. Choose your new player and then the player who's just been sent off. Once this has been done you will see the sub come out but no player will leave the pitch.

#### JURASSIC PARK

Level codes, funnily enough...

- 2 - E54C67AA
- 3 - B5A48352
- 4 - D5F4AB62
- 5 - 95B48B42
- 6 - 85A4834A
- 7 - 85B48B42
- 8 - F54C6FAA
- 9 - C57C77B2
- 10 - D56C7FBA
- 11 - A5149F5A

#### KRUSTY'S SUPER FUNHOUSE

For infinite lives enter ZACHARY for the password. You can also go anywhere in the game. And here are some level codes:

- 1 - NELSON
- 2 - PATTIE
- 3 - MRFLOW
- 4 - MAGGIE

#### LEMMINGS:

##### CHRISTMAS '94

- FROST (1 PLAYER)
- 1 - CAJRLDNBCG
- 2 - IJRLDNCCCP
- 3 - NRLDNCINECF
- 4 - RLDNCINECF
- 5 - LDNCAJVFCO
- 6 - DNCIJVLGCH
- 7 - NCANVLDHCE
- 8 - CINVLNINCN
- 9 - CAJRMNDJCP
- 10 - IJRMNDNCKCI
- 11 - NRMNDNCALCF
- 12 - RMDNCCINMCO
- 13 - MDNCAJVNCH
- 14 - DNCIJVMOCQ
- 15 - NCANVMDPCN
- 16 - CINVMNDQCCG

##### HAIL (1 PLAYER)

- 1 - CAJRLFNBDJ
- 2 - IJRLFNCCDS
- 3 - NRLFNCADDP
- 4 - RLFNCINEDI
- 5 - LFNCAJVDFR
- 6 - FNCIJVLGDK
- 7 - NCANVLFHDH
- 8 - CINVLFNIDQ
- 9 - CAJRMFNJDS
- 10 - IJRMFNCKDL
- 11 - NRMFNCLADI
- 12 - RMFNCCINMDR
- 13 - MFNCAJVNDK
- 14 - FNCIJVMODD
- 15 - NCANVMFPDQ
- 16 - CINVMFNQDJ

##### FLURRY (1 PLAYER)

- 1 - CAJRLDOBEJ
- 2 - IJRLDOCCES
- 3 - NRLDOCADEP
- 4 - RDLOCINEEI
- 5 - LDOCAJVVFER
- 6 - DOCIJVLGEK
- 7 - OCANVLDHEH
- 8 - CINVLDOIEQ
- 9 - CAJRMDOJES
- 10 - IJRMDOCKEL
- 11 - NRMDOCALEI
- 12 - RMDOCINMER
- 13 - MDCAJVNNEK
- 14 - DOCIJVMODD
- 15 - OCANVMDPEQ
- 16 - CINVMDQEQJ

##### BLIZZARD (1 PLAYER)

- 1 - CAJRLFOBFM
- 2 - IJRLFOCCFF
- 3 - NRLFOCADFS
- 4 - RLFOCINEFL
- 5 - LFOCAJVFFE
- 6 - FOCIJVLGFN
- 7 - OCANVLFHFK
- 8 - CINVLFOIFD
- 9 - CAJRMFOJFF
- 10 - IJRMFOCKFO
- 11 - NRMFOCALFL
- 12 - RMFOCINMFE
- 13 - MFOCAJVNFN
- 14 - FOCIJVMOFG
- 15 - OCANVMFPFD
- 16 - CINVMFOQFM

##### PREMIER MANAGER 3

If you want or need more money, click on the phone and dial 343343. You will receive 1.5 million dabs in your account. Happy spending!

##### ROAD RASH

- 00000 00J00 102VS
- 21JUD - PANDA 600
- 00000 00J01 113BT
- 22KDP - BANZAI 750
- 00000 00R00 013VS
- 32RV4 - BANZAI 750
- 00000 00S20 117K5
- 33UV1 - KAMIKAZE 750
- 00000 01421 109G5
- 448VN - SHURIKEN 1000

#### STREET FIGHTER II

Whilst in a two-player game, pause mid-fight and type 7KIDS. Once this is done the border will flash. Quit the current game and then restart the two-player game. For invincibility start a one-player game and place the cursor over Blanka. Type PATIENCE in slowly and the border will flash yellow. Now select your fighter. Press F10 at any time to reset your energy bar to full.

#### X-IT

- 02 - 033028
- 03 - 555925
- 04 - 567597
- 05 - 276614
- 06 - 517375
- 07 - 877535
- 08 - 829508
- 09 - 287682
- 10 - 221620
- 11 - 728441
- 12 - 640537
- 13 - 558170
- 14 - 170088
- 15 - 688631
- 16 - 450418
- 17 - 898476
- 18 - 095909
- 19 - 589611
- 20 - 394659

#### ADDAMS FAMILY

Various codes for starting points.  
&1Y1M - 3 hearts  
V1514 - Pugsley  
V919B - Fester

#### ALIEN BREED '92

Level codes.  
XXDFA  
RTHAA  
LAEAA  
UYTTA  
PPEAB

#### ALIEN BREED 2

More level codes.

- 2 - 353828
- 3 - 108383
- 4 - 370101
- 5 - 982822
- 6 - 847464
- 7 - 737373
- 8 - 928112
- 9 - 267364
- 10 - 193831
- 11 - 090921
- 12 - 309383
- 13 - 101221
- 14 - 103992
- 15 - 998112
- 16 - 125332
- 17 - 091233

#### BACK TO THE FUTURE 3

Type in the code on the corresponding level story for infinite lives.  
1 - ROTTEN CHEAT  
2 - LOUSY CHEAT  
3 - LOW DOWN CHEAT

#### BOSS BAD DAY

Selected level codes.

- 10 - XCKCKZPE
- 20 - VDPEFWNG
- 30 - SEAGGUPH
- 40 - QEAIVNJ
- 50 - NDPKKWPL
- 70 - IDPONWPO
- 80 - GFFQPNQ
- 90 - DEASQVPR
- 95 - CFFRUOS
- 100 - BEAUSVNT

#### BUBBA 'N' STIX

Level codes.  
2 - T1QKPF7CMG  
3 - PXMYGFFW7D  
4 - 913XPD1LZ5  
5 - 121FX75RJ

#### CANNON FODDER

At the start, or on completion of a mission, go to the save game option and enter JOOLS as a filename, whereupon your leader will become an

all-conquering four star general.

#### CHAOS ENGINE

Level codes with infinite money.

- WORLD TWO - GVVCH5DMS7#N
- WORLD THREE - V35076X6S7WH
- WORLD FOUR - 6UCDXU2557V2

#### CIVILISATION

Hold down [SHIFT] and type 123456789 for a complete world map which allows you to see enemy cities.

#### EPIC

Level codes.

- 2 - CEPHEUS
- 3 - APUS
- 4 - MUSCA
- 5 - PYXIS
- 6 - CETUS
- 7 - FORNAX
- 8 - CAELUM
- 9 - CORVUS

#### FLASHBACK

Level codes

Easy:

- BACK
- LOUP
- CINE
- GOOD
- SPIZ
- BIOS
- HALL

Normal:

- PLAY
- TOIT
- ZAPP
- LYNX
- SCSI
- GARY
- PONT
- Hard:
- CLOP
- CARA
- CALE
- FONT



## Marvin's Marvellous Adventure

We've printed level codes to this before, but not a cheat mode, so here goes.

Type in OSTERWALD YEAH to activate the mode and then press HELP to skip levels. The yellow button on the CD32 will also have a similar effect.



## Football Glory

Stuart Sellers of Bucks gets a round of applause for sending in a cheat this month. We are grateful Stuart and we'd like to say that we'll send you a game, but we know we'll never get round to it and it will only lead to you angrily phoning us up enquiring as to its whereabouts, and one of us (probably Paul) making empty promises about how you'll definitely get it before the end of the week. Therefore we've decided not to bother and you'll have to make do with our eternal gratitude instead. If you press escape during a match the score at that time becomes final and the match ends. What a corker!



## Zeewolf

If the fancy takes you you may like to type in FRAMPAGE on the password screen. Does this give you invincibility or a new super weapon which you can use to destroy everything in your path? No, it means you can fly a plane instead of a helicopter. Remarkable.

# Small Tips

### HASH FIBO TIPS

#### FRONTIER

If you select a system around 650 light years away from your position, you will get an in-range fuel reading. This allows you to make jumps of that distance, making things much easier on long hauls.

#### HISTORYLINE 1914-18

Level codes.

- 1 - PULSE
- 2 - GOOSE
- 3 - SPORT
- 4 - BIMBO
- 5 - TEMPO
- 6 - BARON
- 7 - BUMM
- 8 - LEVEL
- 9 - TOXIN
- 10 - PRINC
- 11 - CLEAN
- 12 - XENDON
- 13 - SIGNS
- 14 - HOUSE
- 15 - SIGMA
- 16 - SEVEN
- 17 - ZOMBI
- 18 - MOVES
- 19 - BLADE
- 20 - ZORRO
- 21 - STONE
- 22 - MOSEL
- 23 - ORDER
- 24 - SODOM

#### HUMANS

Selected level codes.

- 10 - MILESTONE
- 15 - RED DWARF
- 20 - SMART
- 25 - JIMS TIES
- 30 - MALCY MALC
- 35 - MAD FREDDY
- 40 - BANANA MOON
- 45 - VISION
- 50 - RANGERS
- 55 - CONSOLIDATED
- 60 - PROMISED LAND
- 65 - (Oh dear, can't be arsed with that one...)

#### 66 - HELP ME

- 70 - NIN
- 75 - LORDS OF CHAOS
- 76 - NOW ITS DONE
- 77 - IM OUT OF HERE
- 78 - HERES TO A
- 79 - BETTER LIFE
- 80 - BYE BYE BYE

#### HUMANS: JURASSIC LEVELS

More of the same.

- 10 - 7 MILE WALK
- 15 - ITS TOSH
- 20 - ALAN B STARD
- 25 - IDONTLIKEBRAWN
- 30 - ALMANBURIE
- 35 - BABBLE
- 40 - NEED MORE
- 45 - POUCH
- 50 - GLUM
- 55 - DRAKEER
- 60 - HAVE A BREAK
- 65 - I LOVE ME
- 70 - PYTHON LEE
- 75 - FATEANDFORTUNE
- 80 - FOREVER

#### JIMMY WHITE'S SNOOKER

To watch Jimmy achieve a 147 break (not sure why you'd want to, like...), select **Trick Shot** mode and press [F7], then [F4] and [F1]. Then, when you hear a double click go to **Demo** mode...

#### KRUSTY'S FUN HOUSE

Level codes for this... er, - level codes.

- 2 - WHOAMAMA
- 3 - FLANDERS
- 4 - BROCKMAN
- 5 - SIDESHOW

#### LETHAL WEAPON

Help yourself to this gaggle of Mission codes. Go on, you know you want to.

- 1 - KSIIF
- 2 - EGYOIR
- 3 - FLRSKB
- 4 - EUOASF

# Smaller Tips

IBM PC, ATARI ST, SUPER NES, MEGADRIE, GAMEBOY, AMIGA, MEGA CD, COMMODORE 64, GAMEGEAR, CDi, SINCLAIR SPECTRUM, NES, CD32, NEO-GEO, LYNX, MASTER SYSTEM

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# SON *of Boggit*

**If you like adventures and you think I'm sexy,  
come on readers let me know.  
Tell me that you need me and you really want me,  
watch my column inches grow!**



LEISURE SUIT LARRY: Hey laaadddieesss! I  
bet you all dreamed about me last night



hello there my friends and welcome to yet another couple of thousand words designed to both entertain and help in equal measure. Last month saw me make the acquaintance of Hamish 'Stumpy' McGregor, a man of limited lower limbs who in the past has fallen foul of Lord Albert Rankpants, the current keeper of the Woonsocket diamonds. Upon hearing the details of my quest to return the diamonds to their rightful owner, thereby guaranteeing the release of my father and his overactive Boggit loins, Stumpy pledged that he would help me.

We planned to set off with little or no delay, but first of all Stumpy wanted to say goodbye to all the animal friends he had made during his time in the jungle. A complex series of whistles was all that was required to bring a Noah-like flood of wildlife streaming out of the trees, and many a tear was shed as he explained to each beast that he was going away for a while, and may never be coming back.

I was a bit unsure as to exactly why Stumpy was intimating that he may never return to the tree-house, so once I had lifted him carefully on



STAR TREK: It's life, er, nurse-type woman, but not as we know it

important not to be scared as the crocs were untrustworthy creatures and would be likely to attack if they sensed we were afraid.

My cries of refusal caught in my throat as Stumpy roughly grabbed hold of my ears, one in each hand, and steered me towards what I was sure was my impending death.

My first tentative step on to the back of the nearest crocodile was met with an angry swish of the tail, and I quickly retreated to the bank. However, a few words of reproach from Stumpy and I found myself once more taking my life in my hands. This time I made sure my first step was more assured, and encountering no resistance from the crocodile which was supporting me, I continued on my way.

It seemed an age before we reached the opposite bank of the river, and I collapsed in a heap as soon as both my feet were back on terra firma. Fortunately Stumpy threw himself clear before I hit the ground, and as I lay there shaking from relief, he dragged himself over to me and apologised for being so harsh. I realised that we would still be on the other bank of the river if it hadn't been for his rough treatment of my ears, both physically and verbally, so I forgave him, and after a few minutes recuperation I hoisted him back on my shoulders and we set off on our journey once more.

We travelled almost twelve miles without seeing a soul, before we came across a large wooden sign which had been hammered into the grass at the side of the road. I read it aloud:

"You are now entering Grundertrolley, home to Lord Albert Rankpants. All visitors must report immediately to the Palace Gates. Anyone found loitering will be instantly arrested and taken to the Palace Dungeons where they will be brutally tortured. Have a nice day."

There was no turning back now, so, pausing only to pick up a rock and pass it over my head to Stumpy so he could throw it at the sign with a defiant howl, we carried on up the road towards uncertainty and danger.

I am here to serve.

## Beneath a Steel Sky

Q Hellowadoodley! You must be that Boggster of Boggits the Son of Boggit! Err well back to the point. I'm really bummed with Beneath a Steel Sky. Don't get me

wrong, it's a really cool game, but unfortunately I'm stuck. I've just nabbed the glass and I'm trying to nip into the wine cellar to find a subway when... Bumm! The dopey glass doesn't work on the metal plate. I've wandered round for ages trying different things but still can't win.

Matthew Pope, Newcastle

A Are you on drugs Matthew? Have you thought about telling your parents? Or maybe your teacher? Have you tried the Samaritans? I don't know, what's the world coming to eh? Anyway, take the glass to Burke's Bio-surgery and give it to him. Then return to the club, use the metal plate, and the door will open. Hey presto!

## Universe

Q I've been stuck at the start of the game Universe for a very long time now. I've written two letters to an Elvira lookalike in another mag but to no avail. So, basically, you're my last chance before I file the game under Lost Causes.

I've made it to the first asteroid and have in my possession a metal bar, a box, a sharp piece of metal and a handful of rocks. I've talked to a woman at the end of the street but get the same reply from her every time, "Sorry I don't understand what you're saying." I've tried everything possible but can find no clue to get me further into the game. So please can you help me? I'm at my wits' end.

Kevin Burrows, Holland

A Well Kevin, you've tried the rest now try the best. There's no need to file Universe under Lost Causes just yet. To the left of the first screen on the first asteroid (The Gavric Homeworld), you should see some air ducts. Push/Pull these ducts and you will be sucked back down to the original asteroid along with some household rubbish and a mirror. Pick up the mirror and return to the Gavric Homeworld. Turn left at the end of the first street, and when the robot has passed, throw the mirror at the lasers above the door on the right. This security system has now been neutralised and you are safe to continue exploring the rest of the game.

## Star Trek 25th Anniversary

Q Please could you help me with Star Trek 25th Anniversary on the Amiga 1200? I am stuck on the mission entitled That Old Devil Moon. I beam down on the asteroid and there is a door but I can't get in because I don't know the code. Please help!

Craig Gibbard, Wickford

A Simply use Spock on the door lock and input code 10200. You should now be able to go through the door.

## Lure of the Temptress

Q Please can you help me? I am really, really, really!!! stuck on Lure of the Temptress. I have got the book off Mailen but when I try to give it to Morkus he



STEEL SKY: The bag and the book are yours, but big brother is keeping an eye on you

to my shoulders and we had set off on our journey, I tentatively asked him just what he had meant by this statement.

Stumpy looked at me as though I was a small child and went on to explain in gory detail the sessions of unthinkable torture which we would face if we were caught attempting to relieve Rankpants of his beloved Woonsocket gems.

Having been thus reprimanded, we continued on in silence for a while until we came across the remains of a bridge. This structure had at one time traversed a fast-flowing river, but now it lay in ruins, making crossing the raging torrents of water impossible.

I threw up my arms in despair and was about to express my disgust in words which had previously never issued forth from a Boggit's lips, when Stumpy clapped his hands twice and gave out a deep, reverberating groaning sound.

At first I thought he had had some kind of seizure, but before I had time to lower him from my shoulders and administer the kiss of life, I noticed a number of green hump shapes appearing in the river. Almost immediately I made out a number of huge, scaly tails and there was no mistaking the flash of several sets of vicious looking teeth as I realised the water was teeming with dozens of enormous crocodiles.

Stumpy said that the crocodiles would allow us to use their backs to cross the river, but it was



# SON of Boggit

tells me to push off. Please can you help? (Pretty please with sugar on top.)

Robert Smith, Stoke-on-Trent

**A** You don't need to give the book to Morkus. Instead, take it to the monks at Blackfriars Row. They will then tell you all about a dragon and the herb mixture you will need to control it.

Oh, and by the way Robert, didn't you used to be in The Cure?

## Eye of the Beholder 2

**Q** In Eye of the Beholder 2 I can get to a room with three doors and nine pressure plates in it. There is a sign on the wall saying that you must leave many things behind so I presume that you have to leave something on each of the pressure plates. Unfortunately that doesn't work and I have also tried using all different combinations of opened and closed doors, but to no avail. I am desperately stuck so please help me.

Hoddie, No address

**A** To solve this problem you need to place five items on the pressure points so that a large 'X' is formed, (ie place one item in the middle of the pressure pads, then one each on the NE, NW, SE, and SW pads).

## Leisure Suit Larry 2

**Q** After steaming through the early parts of Leisure Suit Larry 2, I've finally stopped dead. I've reached the top of the volcano and I'm trying to get the lift open, but when I try to make a bomb with the airsick bag and the rejuvenator it says I am in the wrong area for using a bomb. Hope you can help.

Mark Eldridge, Didcot

**UNIVERSE:** Wait for the asteroid to appear then leap across to the connecting bridge

**A** Before you make the bomb you need to walk past the elevator door near the crevice. Then put the airsick bag in the bottle, light the bag and throw the bottle into the crevice. The elevator doors should now open for you.

## King's Quest V

**Q** Please could you help me with King's Quest V? I am stuck in Murdock's castle. I have located my family but cannot 'do' anything with them. I have caught the cat in the bag but cannot 'do' anything with that either. I have in my rucksack: a key, an empty pouch, a crystal shard, a hammer, an amulet, a wand, a fish hook, mouldy cheese and a hair pin. I assume I am missing an item but I have gone through the game twice now and I cannot find anything else. I am well and truly stuck. Please could you help me as it is driving me crazy?

Pam Jones, Dover

**A** I presume it is Crispin's wand that is in your possession, and if that's the case, you are missing Murdock's wand.

When you got the cheese using the fish hook you should have been rescued by a girl who

revealed a hole in the wall. Follow her through the dungeon back to the kitchen, then open the door and go to Murdock's study via his bedroom. You should find a book here and it pays dividends to make a note of the spells that are contained within it.

Now look into the bedroom and when Murdock falls asleep, nip in and get his wand. You then need to head towards his lab. I'll leave the rest up to you Pam. Good luck!

That ties things up nicely for another month, and as Stumpy and I make our way further down the road to Grundertrolley, we can only hope that we're still safe and well by the same time next month. Hopefully we'll be able to steer clear of trouble for a while and my help column will continue.

I've had so many letters recently asking for help with adventure games and wishing me luck on my quest to free my father that my rucksack is quite literally overflowing with envelopes and sheets of paper. I try my best to print every letter I receive, but there's such a backlog at the moment that it's proving a little difficult.

If you have written to me and you have yet to see your plea in print, just bear with me for the time being. I'm steadily wading through the contents of my rucksack, and if I can manage to persuade Stumpy to lend a hand, things should progress a little quicker. I look forward to speaking to you soon.

Until next time, farewell!

Due to the large number of letters that the Son of Boggit receives every month, and the fact that his quest to free his father from imprisonment has taken him a long way away from his regular home in The Treehouse, he regrets that he is unable to enter into personal correspondence with any of our readers.

So, instead of spending 25p or whatever on a stamped addressed envelope, why not give it to charity instead?

Send your queries (and tips if you like) to:  
Son of Boggit,  
The Rucksack  
c/o Amiga Action,  
Media House,  
Adlington Park,  
Macclesfield, SK10 4NP



KING'S QUEST: It looks as though it's a life on the ocean wave for you my son







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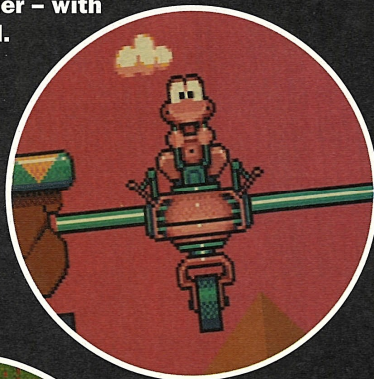
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# Get a life!

Get a life sidles its way into our mag once again this month with a look at Civilization, a board game based on the popular video game of the same name.

Alongside that is Walt Disney's classic Pinocchio, and for the pretentious losers amongst you there's the ultra-violent Reservoir Dogs, finally available to rent on video. General entertainment is covered by a review of 'seaside resort' Blackpool and sounds from the House Collection 2. At least there's no devil music this month...

**Civilization**  
Gibson Games



This month's board game is for two to seven players and is set in the period of history from the dawn of mankind to 250 BC. Strategy is the name of the game with this one, so make sure you have plenty of time set aside to play. There are three game types available depending on how long you wish to play for. The simplified version can take up to two hours and the full monty is anything up to eight, so you have some idea what to expect.

The basic idea of the game is to build a truly civilised state. To do this each player will have to overcome natural disasters, develop an adequate population and avoid conflicts with neighbouring nations. This isn't always possible, so having a fairly large army may be a good idea.

Basically, if you fancy trying your hand at something a little more taxing than Snakes & Ladders or Monopoly, then Civilization is worth a look.



**Pinocchio**  
Walt Disney – To Buy



May 24 sees the launch on video of what has been called the most perfectly animated feature ever to come

out of the Disney studios. First released in 1940, Pinocchio has lost none of its warmth and charm, and if you have never sat through this animated classic, you should endeavour to give it a viewing.

Written by Carlo Collodi in Italy over 100 years ago, Pinocchio is the tale of a wooden puppet who longs to be a real boy. To achieve this aim he must learn the virtues of loyalty, bravery and honesty, and this takes him on the adventure of a lifetime.

As Pinocchio is a pretty old film, the folks at Disney have done some restoration work, the result of which is that it is now clearer and more colourful than ever. For £15.99 this piece of cinema history can be yours to keep forever.





## Fantazia - The House Collection 2

Network  
Tape £10.99/CD £14.99



If you like your dance music mixed then this triple cassette or CD is just what you're after. Once you've decided to stop looking at the picture of the girl on the front cover you'll see that the three DJs showcasing their talents are Boy George (in his latest guise), Jon of the Pleased Wimmin and Tony DeVit. If you know your Cream from your Hacienda you'll have heard a lot of the tunes on here, and as it's all mixed, it's that perfect party album (or did we get that from a telly ad?)

Obviously it's the second in the series and maybe the first was just that bit better (if you were at the World of Amiga show in December and went to our stand then that was the music blaring out of our PA system for three days solid). The Boy George tape is the best but the others are also worth a listen, and it all lasts for just over three hours. And then there's that girl again...

## Blackpool The Fylde Coast



With the onset of summer and that away-day feeling, what better place to visit on a hot June weekend than that veritable Vegas of the north, known affectionately up here as 'Blackers'?

You can park near the footballing super-stadium that is Bloomfield Road and hitch a ride on the Alan Bradley Memorial Tramline down the bustling promenade to the Pleasure Beach. Or alternatively, why not stroll along to any of the three piers and take in a show before entering the legendary landmark that is the resplendent golden tower?



On the south shore, just opposite the world famous Pleasure Beach, stands the Sand Castle - a temperature controlled dome-covered environment ideal for swimming or indoor sunbathing. It's £4.50 before 2pm, £3.50 after and under 5's get in free!

Back at the Pleasure Beach it's a non-stop blend of fun, frolics and fright. £15 buys you a White Knuckle booklet which consists of tickets for nine 'A' class and three 'B' class rides. Ride the Revolution, steel yourself for the Space Invader, and, with just a brief sojourn for greasy chips and five pints of beer, mosey on round to the Pepsi Max Big One (two 'A' tickets), and experience the 85 mph, 300ft pant-wetter that is the world's largest rollercoaster.

Entrance to the tower is a hefty £5.95, or £16.85 for a two-adults-and-two-

children family ticket. Once inside you can visit the playground, ballroom and various other places on your way up (for a small extra cost) the 585ft monument to all things tasteful. Take in the breathtaking views during the day then later on sit back and relax in the sumptuous surroundings of the south pier theatre to the wit, wisdom and family fun of Roy "Chubby" Brown.

## Reservoir Dogs Polygram - To Rent

**PolyGram**  
FILMED ENTERTAINMENT

Perhaps THE most talked about film over the past couple of years is Quentin Tarantino's Reservoir Dogs. If there's anybody out there who by some quirk of fate hasn't actually seen this then you are strongly recommended to go out and rent yourself a copy from your local video emporium.

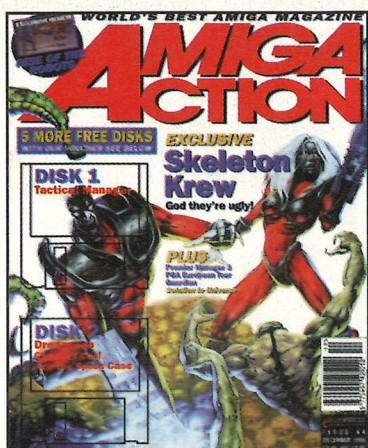
Starring Tim Roth and that master of 'cult' movies, Harvey Keitel, amongst others in a strong cast, it's been one of the surprise successes of the 90's. And, after plenty of umming and ahing from the video censors, it's finally getting a release for home viewing in June.

The Reservoir Dogs are a group of criminals who are employed to pull off a tricky jewellery robbery. None of these dubious characters are known to each other, so they are all given colour-coded names (Mr White, Mr Orange etc), to prevent any squealing antics if things go wrong. The end result is a gory, violent gun fest with death, destruction, torture, humour and more swearing than you can shake a smelly, brown stick at. In other words, it's fine entertainment that your parents would hate.





# BACK ISSUES



## ISSUE 64 DECEMBER '94

Cover - Skeleto Krew

Coverdisk - Tactical Manager Italia, Dreamweb, Charlie J Cool, Ace the Space Case

Features - Caught in the Net (Internet), Legend: Work in Progress

Reviews - Bubble Gun, Burntime, Cannon Fodder CD32, Charlie J Cool, Club Football, Darkseed CD32, Embryo, Fields of Glory, Football Glory, Rise of the Robots, Skeleto Krew, Rugby League Coach and many more

GTGAs - Universe, Ishar 3, Robinson's Requiem



## ISSUE 65 XMAS '94

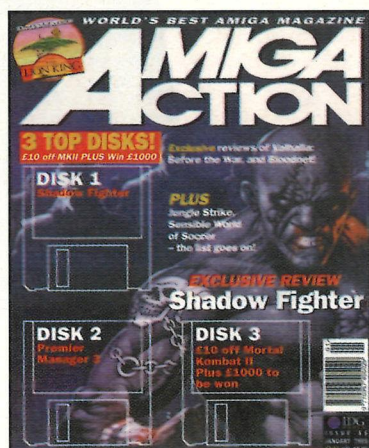
Cover - 4 DISK EXTRAVAGANZA!

Coverdisk - Skeleto Krew, Sensible Moon of Soccer, Bubble Gun, Fruit Mania, Sound the Space Cadet, 1000's of tips & cheats

Features - Caught in the Net Pt 2 (Internet), Out of Sync (Danny Flynn - Artist), Making of Primal Rage

Reviews - Aladdin, Alien Breed - Tower Assault, Super Stardust, Zeewolf, FIFA Soccer, Lords of the Realm, Mr. Blobby, Pinball Illusions, Sim City 2000, Subwar 2050, Premier Manager 3 & many more!

GTGAs - Universe Pt 2, Darkseed CD32



## ISSUE 66 JANUARY '95

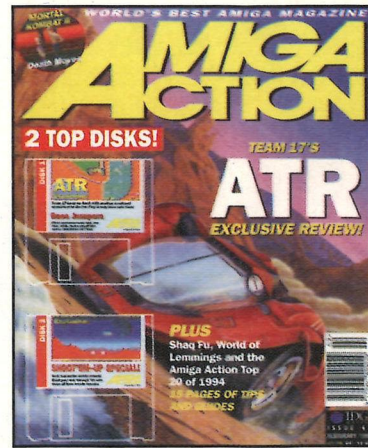
Cover - Shadow Fighter

Coverdisk - Shadow Fighter, Premier Manager 3, Mortal Kombat offer

Features - Caught in the Net Pt 3 (Internet), At the End of the Day (Premier Manager 3)

Reviews - Bloodnet, Cannon Fodder 2, Jungle Strike, Lion King, Mortal Kombat II, Overlord, Reunion, Roadkill, Sensible World of Soccer, Shadow Fighter, Valhalla: Before the War, Tower Assault CD32, Fields of Glory CD32, Bump 'n' Burn CD32 & many more!

GTGAs - Ishar 3 Pt 3, Robinson's Requiem Pt 2



## ISSUE 67 FEBRUARY '95

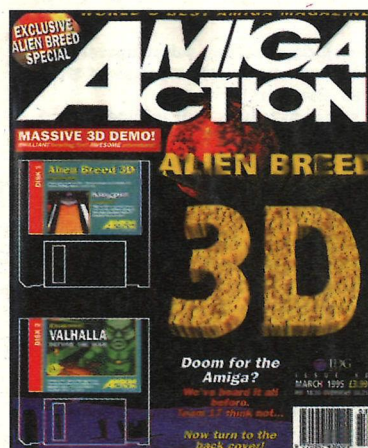
Cover - ATR

Coverdisk - ATR, Base Jumpers, Exclusive Shoot'em-up Special

Features - World of Amiga Show, 1994 Top 20 Games, Piracy feature, Reader Survey

Reviews - All New World of Lemmings, ATR, Base Jumpers, Death Mask, Dragonstone, KO3: Euro Challenge, Shaq Fu

GTGAs - Mortal Kombat II Special Moves (death moves, friendship moves & babilities), Robinson's Requiem Pt. 3, Reunion



## ISSUE 68 MARCH '95

Cover - Alien Breed 3D

Coverdisk - Alien Breed 3D, Kingpin, Valhalla: Before the War

Features - Alien Breed 3D, Film '95, Get a Life

Reviews - Benefactor CD32, Dawn Patrol, The Misadventures of Flink CD32, Guardian A1200, Kingpin, Rocketz, Theme Park CD32, X-It

GTGAs - Jungle Strike (Part 1), Dreamweb (final part to the full solution), Theme Park (complete guide), Space Quest III (full solution), Son of Boggit

PLUS Previews - Akira, Boo the Ghost, Extractors, ITS Cricket, Pussies Galore, Ruffian, Tactical Manager 2, TFX



## ISSUE 69 APRIL '95

Cover - Comic Relief Four Disk Special

4 Coverdisk - Turbo Trax, Speris Legacy, Four Arcade Classics, Full Game - Blues Brothers (£7 - £4 to Comic Relief!)

Reviews - Akira, Dragonstone CD32, Extractors, ITS Cricket, Jungle Strike CD32, PM3 Multi-Editor, Shadow Fighter A1200, Skeleto Krew CD32, TFX, Turbo Trax

GTGAs - Jungle Strike Pt 2, Dreamweb Pt 2, Shadow Fighter, Lords of the Realm, On the Ball

PLUS Previews - Angst, Baldies, Final Over, Frontier: First Encounters, Kwok's Game, The Speris Legacy



## ISSUE 70 MAY '95

Cover - Manchester Utd - The Double

Coverdisk - Kwok's Game, PM3 Multi-Editor, Speris Legacy, Sensible Massacre 2, Demon

Features - The End?

Reviews - Angst, Ants, Champ Manager Italia '95, Man Utd - The Double, Ruffian, Soccer Superstars, Superleague Manager, Sword of Honour, Whizz

GTGAs - Jungle Strike Pt 3, Sensible World of Soccer, Valhalla: Before the War

PLUS Previews - Colonization, Last Eden, Powerhouse, Player Manager 2, Ultimate Soccer Manager



## ISSUE 71 JUNE '95

Cover - Brutal - Paws of Fury.

Coverdisk - Brutal - Paws of Fury, SWOS Bug fixer, Thinkamania.

Features - You Specky Get, World Wide Wonders (Internet).

Reviews - Battle Trucks, Brutal - Paws of Fury, High Seas Trader, Kingpin CD32, Pinball Illusions CD32, Pizza Tycoon, Shadow Fighter CD32, Speedball 2 CD32, Tower of Souls, ATR CD32, Ultimate Soccer Manager, Voyages of Discovery

GTGAs - Valhalla BTW Part 2, Indy: Fate of Atlantis.

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# Talkback

**So Escom have bought the Amiga then have they? Well, you won't find that much mention of it in here. It's an all-out festival of topicality and no mistake**

## GRANDPA-PA

Dear Amiga Action,  
I am writing this letter in response to your review of the current Amiga situation in your last issue (70). I myself own the granddaddy of Amigas – the A500 – and the new and upcoming CD32, and would stake my life on them being two of the best computers around (whatever that's worth).

There is no way I will ever convert to a PC or the like.

"Why?" you ask.

Because I work on them [hopefully with a sledgehammer], and I have just got off the phone to my local computer shop asking when the A1200 is available, and I got this reply:

"Do you know the current situation with Commodore?"

I explained what I knew after reading your article last month [not a lot], and the man in the shop then gave me a full account of what is happening now. Apparently there are 20,000 A1200s sitting in a warehouse in the Phillipines [etc. etc.].

Even though we 'get on like a house on fire' with the Germans, I hope the deal takes off as it will give the Amiga that new lease of life it has been waiting for.

Hopefully more games will be produced for the CD32, and the Amiga will eventually blossom into the best home computer around (which it is anyway).

Barry Shorthouse, Burntwood, Staffs.

You seem like a happy sort of bloke. Your spirits are buoyant and your hopes are obviously high, so far be it from me to rock the boat with realism. Er, I hope you don't mind, but it wouldn't be right to let such an opportunity pass, so here goes. Shorthouse eh? Pwwwssccch!

## THIS ISN'T TAKE HART, YOU KNOW

Dear Paul,  
I really like your mag, it's eye-catching, low-priced, colourful, has superb coverdisks and excellent reviews and humour. What more could a person want from an Amiga magazine, apart from the answers to these questions?

1. Can a CD-Rom drive be added to an A1500?

2. Will any A1200 games work on an A1500 upgraded to a 2000?
3. How would you rate Baldies?
4. Is the PC s\*\*\*t?
5. How good is an A1500 upgraded to an A2000?
6. Please send me a game. I would be so grateful.

If you do decide to send me a game, I would love – [don't waste your ink mate].

See ya later,  
Richard "UFO" Morris, Bedford, Middlesex

1. There's an A1500?
2. There's an A2000?
3. I'd wait until the finished version arrived, play it for a while and then write a review based upon the opinions I'd formed.
4. Is it soot? No. Is it salt? No. Is it soft? No. Is it that other thing to which you quite plainly refer? Well of course it is, it's rubbish isn't it? Plainly.
5. Oh, marvellous. Marvellous mate.
6. Ooh, here it comes now.

## SKINNY PUPPY

Dear AA,  
You will have noticed, I hope, that contained in the envelope along with this letter is a bar of Galaxy chocolate. Very generous of me you might think, but I only sent it because I'm extremely worried about you. I don't think you're eating properly, and it's beginning to show.

In the middle of 1994 everything was great. You were a happy, healthy magazine of 116 pages, beautifully formed with not an inch of flab in sight. But you went on a diet, or so I thought. In early 1995 you lost a bit of weight and dropped to your fighting weight(?) of 108 pages. Your ribs were beginning to show and your mum could probably see a difference, but at that stage it wasn't a problem.

But now I'm worried. Your shoulders are stooped, your clothes are hanging from you and your complexion is pallid. The diet has run amok and become anorexia, and your rattling frame now weighs in, not even at 100 pages, but at a paltry 92!

Here, have this chocolate. Eat it all then go out and buy some more. Have a big bag of chips or something, or a few of those

protein drinks, but for heaven's sake put some weight on!

James Conley, Hertfordshire

Okay, we'll do a four page review of Battle Trucks followed by a six page feature on how Ants was made eh? In the meantime though, we'll hike up the price as... er, compensation.

## PRO GRAB 24

Dear AA,  
You have in Poland a few readers of your magazine. I sometimes buy Amiga Action and I found in April's edition something interesting [surely some mistake]. On 46th page you wrote, "We thought the Amiga was supposed to be nonexistent outside Britain...". I hereby testify that in Poland is existent (except white bears on the Warsaw streets), over one hundred thousand every description Amiga computers (I personally own A1200 HD 210Mb, 4Mb fast RAM. I don't

know if it is cheering up to you, but it is true.)

In my country is written much of different software. I think more than in Canada and not worse (only software. I hope you know where, eg Pro Grab 24 is designed and manufactured).

Sincerely yours,  
Jacek Rozanski, Undisclosed place that would appear to be in Poland

Thanks Jacek. Any other readers want to not make any sense in these pages? Send your absolute drivel to the usual address, and mark it: This is even worse than what that Polish lad wrote.

## ON THE PLUS SIDE

Dear Paul,  
This isn't really a complaint, more of a slight niggles, but I can't help noticing that over the last few months a trend has developed in Amiga Action. In fact, as a subscriber to three Amiga

## Letter from a nob

## WE DON'T LIKE YOU

Dear AA,  
I am writing to comment on the alarming decrease in the size of your magazine. When I first started buying your magazine – issue 41 – it contained 116 pages. In issue 58 the number of pages decreased to 106. In issue 63 the number decreased again to 100 and when issue 70 came through my door there was a further drop to just 92 pages. Issue 71 was the same.

Is this drop of content in Amiga Action due to the rather depressing Amiga situation, or is it your laziness to find stuff to put in the magazine? If the size of your magazine decreases much more I will think seriously about whether I should continue to buy it.

David Dyson, Liverpool

Yes, I believe you should think very seriously about buying the magazine again, because we obviously just don't care, lazy, good-for-nothing, no work, layabout bastards that we are.

In fact, what I usually do is look at all the other Amiga magazines – each one brimming with several hundred pages of game reviews – and I think to myself, I think: "Oh, maybe we should have reviewed that game right there. If only I'd rung to find out about it. Never mind, I won't bother now, after all, it's less work for me to do." We only review stuff when we feel like it David, and in no way do we review everything that comes out on the Amiga. And of course we only do selected previews too – the ones we like the look of or that someone asked us especially nicely to do, you know?

You were right, we're a set of lazy good-for-nothings who sit around all month picking our noses while the games flood on to the shelves before our very eyes.

Oh, "Dave", would you be offended if I was to suggest that you're a nob?



# Talkback

► magazines, I have to say that it's happening in them all. Namely, the Amiga seems to be coming in for a hard time from you.

No big deal, but here and there, the odd sentence about the PC being better creeps in, or there's a comment about games on the Amiga not coming out.

I would have thought that as dedicated Amiga users and followers you would be offering our sacred machine whatever support you could in its hour of need, and not making sly – though admittedly innocent – remarks about its future.

Sorry if I appear irate, but I'm not really, just curious as to why this trend seems to have developed of late in the Amiga magazines I read.

Yours hoping that I don't sound too serious,  
*Cray Wheeler, Wrangle, Lincs.*

This page is being written at a point when we know little of the Amiga buyout by Escom, and have no knowledge of the news story which we hope will have been featured already in this issue. The honest answer Cray (another good name), is that the Amiga situation has become a joke, and there are very few people in a similar position to the staff of Amiga Action who aren't completely fed up with the whole fiasco.

But hey, like I said, when you're reading this the news should have come through, and hopefully it'll be good. Ooh, and it's just bound to be. (Er, is that the kind of thing you meant?)

## BUDGET? WHAT BUDGET?

Dear AA,  
Have you noticed recently that the price of budget games has risen?

The first Amiga game I bought was a budget release some time back in 1992. It was Captain Dynamo by Codemasters and it cost £7.99.

About a week ago I was in a computer shop in the West End and saw that Monkey Island 2 and Jurassic Park were out on budget. MI 2 was £17.99 and JP was £14.99. What kind of budget prices are those? I know that costs are rising and that kind of thing, but surely not to the tune of 100% in two or three years.

If Captain Dynamo, which I might add was an original game, cost only eight quid, why do we have to pay umpteen pounds for

games which have been out before? Are we all being ripped off or what?

*Colin Yorath, Battersea*

**Oddly enough Colin I was a bit of a fan of Captain Dynamo myself, but with the best will in the world, the work which went into that hardly compares to that which went into Jurassic Park or Monkey Island 2. I can't remember off-hand how many disks JP comes on, but I think I'm right in saying that Monkeys weighs in somewhere around the 11 mark. That's a lot of duplication and obviously such a game will cost more than a one or two disk effort whether it's re-released or not.**

**Of the two games you mentioned, one is an all-time classic, and the other, whilst not in the same class, is very good indeed. A more pertinent question would be why so many average/poor games, which even five years ago would not have made an impression, are being released at full price, only to sell next to no units and therefore turn disillusioned developers and head-in-sand publishers away from the Amiga.**

## MYSTIC MEG

Dear Paul,  
I've just read about the buyout of the Amiga by the German company Escom [not in this mag you haven't], and what good news it is for all concerned. Now that the Amiga is back on track, here are my predictions for the next couple of years:

- The Amiga 1200 will be given new technology which puts it beyond PCs, and all the big companies will release their best games on this machine first.
- Because Amiga games are so cheap, the Mega Drive and Super Nintendo will suffer, and people will sell their consoles to buy a new Amiga.
- Because of the excellent new Amiga, the PC will be seen as too expensive for what it does, and games production for this will also drop in favour of the Amiga.
- The Amiga will be seen as the world's #1 computer, and a new improved CD32 (or CD64) will be the leading console.

What do you think?  
*Lee Pooler, Telford, Shropshire*

What do I think? (Remembers letter from Cray Wheeler.) I think

you're right! In every way. Except maybe you haven't been optimistic enough. Yes.

## CHARIDEE SHMARIDEE

Dear Sirs, [You can tell it's going to be "One of those", can't you?] I am a 41 year-old mother of a son aged 12, who buys various computer magazines with his money every month in order to read about up and coming games for his Amiga 600 and Mega Drive computers. Basically this is a letter of complaint regarding your 'four disk' April issue.

I was browsing through the magazine section with my son when he picked up your April issue, and on the strength of the four coverdisks, bought it. I understand the normal amount of disks for the Amiga computer is two, so this seemed like a good buy. After a few hours at home he pointed out to me that only two of the disks worked, and that neither Comic Relief Blues Brothers or Speris Legacy would play.

After inspecting the magazine further he told me that Speris Legacy would not work on his computer because it is for the Amiga 1200, and I myself read that the Comic Relief game had to be purchased before you could play.

Why did this happen? Why do you include programs which you know won't work on some machines? I think this was deliberate on your part in order to increase sales at our expense, and frankly I don't think it's fair that you should profit at the expense of young readers.

*Carolyn Bentley, Chester*

1. We aim to make money.
2. We do this by selling magazines. As many as possible.
3. So we cater for as many people as possible.
4. Over 60% of Amiga owners have an A1200.
5. Over 60% of our total readership would appreciate the Speris Legacy demo.
6. 100% of our readers would appreciate disks one and two.
7. The A1200 aspect was mentioned on the disk label.
8. As was the necessity to purchase disk four.
9. Which was, after all, for charity.
10. As you said, the norm for an Amiga magazine is two disks.
11. We had four.
12. Two of which were playable by everyone.
13. At no extra cost.
14. What's the problem?

### Feeble Disclaimer:

*We would like to point out that the above A1200 ownership figures may not be correct. Largely due to the fact that we made them up.*

## IT'S A REAMER!

Dear AA,  
Just thought I had to drop you a quick note of thanks to say what a good deal I get every month from your magazine.

My main concern when buying a computer magazine is, of course, the presence or absence of any tacky cut-out posters which may be included on the last page as a poor excuse for not knowing what's going in next month's issue. You'll never know what pleasure that chocolate brown horse gave me [Wahey!] when I reached the final page with a tear in my eye.

Might I be permitted to make a few more suggestions which would help brighten up your mag and increase the readership?

1. Instead of the contents page you could print a map of the London underground like you get in those cheap diaries.
  2. Reviews, who needs 'em? Replace these sorry wastes of space with tips on how to knit cardigans in the shape of your favourite cartoon character, and if there's room, why not throw in a token picture of some old lady who can knit?
  3. And as for the letters page, who, indeed, cares what the readers think? Why not replace this outmoded form of interaction with a similarly-sized section featuring favourite recipes of the Amiga Action team?
- Yours with a cheery wave,  
*Michael Trellone, Berkhamstead*

Not too sure whether you're being a tad sarcastic with us here Michael, but on the off-chance that you're deadly serious, three cheers to you! At last a letter from someone on the same wavelength as us! Have a game mate. Will something crap like Soccer Superstars do?

## Send your dad's wallet to:

**Paul Roundell,  
Talkback,  
Amiga Action,  
Media House,  
Adlington Park,  
Macclesfield,  
SK10 4NP.**

**fax no:  
0625 876669**

**email:  
paul@roundell.demon.co.uk**



# BUS STOP PD

| UTILITIES                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                        | GAMES                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                      | SLIDES                                                                                                                                                                                                                                                                                                                    | MUSIC                                                                                                                                                                                                                                                                                                                                                                                                      | CLR LICENCEWARE                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                            |
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| AGA Tools (5)<br>Boiler Plate<br>Star Drivers<br>Amiga E<br>JC Graph<br>71 Utilities<br>Jpeg Utilities<br>Messysid 2<br>Lockpick 2<br>Octamed V2<br>Render Calc<br>Disk Master<br>Image Objects (7)<br>Visicalc<br>Minimorph<br>VideoTracker<br>Scala Piks (4)<br>Dice<br>Font Manager<br>A Help<br>Disk Grabber 4<br>UK Codes<br>Disk Mag Creator<br>Superslide<br>Kawai K4<br>Travel Clips (3)<br>Home Clips (2)<br>Science Clips (2)<br>Gui Arc<br>Fast Jpeg<br>Map Station<br>D Copy V3.1<br>Spectrum Games (8)<br>Spectrum Emulator V1.7<br>Super Viewer V2.4<br>Sid V2.0<br>Stracker Mods (10)<br>Bilmap Fonts (5)<br>Ascii Dumper V1<br>DMS Pro V2.2<br>CG Fonts (4)<br>Quality Clips (5)<br>Octamed Mods (5)<br>Kirks Samples (3)<br>House Samples (3)<br>Disk Optimiser | Black Dawn<br>Castle Nomis<br>Wipeout<br>Gobblers<br>Decender<br>Okilids Revenge<br>Pengo 2<br>Supernova Fruits<br>Phone Co<br>The Shepherd<br>100 Games (7)<br>Road to Hell<br>Firefly<br>Smidge<br>The Gallowes<br>Avantis<br>Uggo<br>Mystery 2144AD<br>Deluxe Monopoly<br>Starstrike<br>Pee Bee<br>Wally World (2)<br>Ant Wars (2)<br>Klawz the Cat<br>Cashfruit<br>Artillerus<br>Squigs<br>Siamball<br>Boomerang<br>Serene<br>Billy Burglar<br>All Rounder<br>Bingo Caller<br>Wrex<br>Strike<br>Defender<br>Microbes<br>Go Looly<br>X Balls<br>Bop N Blast<br>Bunny Plot<br>Warrior<br>Master Race<br>Extreme Violence | Akira & XMen<br>Revelations<br>Iron Maiden (4)<br>Superbikes<br>Trains<br>Laurel & Hardy<br>Calvin & Hobbes<br>Watership Down<br>Cats<br>KD Lang<br>Computer World<br>Wildlife<br>Belinda Carlisle<br>Cher<br>Sharon Stone<br>Cartoon<br>Catwoman<br>Kim Wilde<br>The Prisoner<br>WWF & Tennis<br>Fast Cars<br>Rock Album | Napalm Death<br>GNR: Attitude (2)<br>Jarré Live<br>Mad Preacher<br>Cyber Punk 2<br>Cyber Punk 2<br>Led Zeppelin<br>Lawnmower Deth<br>Spiderman<br>Yamma Yamma<br>Packet of Peace<br>I Lift My Cup<br>LSD Story (3)<br>9 Fingers (2)<br>Class Music (2)<br>Totally Techno<br>Peace & Loveism<br>L7: Wargasm (2)<br>Sweet Child<br>Debusay<br>Sadness P11<br>242<br>Jungle Command<br>Altern 8<br>Ragga Syko | PRICES PER SET<br>1 Disk ..... £3.95<br>2 Disks ..... £4.95<br>3 Disks ..... £5.50<br>CLE01 Dinosaurs (2)<br>CLE02 Geology (2)<br>CLE03 Solar System (3)<br>CLE04 A Chord<br>CLE07 Freshwater Fish (2)<br>CLE08 Night Sky<br>CLE10 Chess Teacher<br>CLE11 Chess Reading (3)<br>CLE12 Speed Teacher<br>CLE13 Underst Reading (3)<br>CLE14 Spill (2)<br>CLE15 Time Machine (2)<br>CLE16 Basically Basic<br>CLE17 Video Tiller<br>CLE18 Typing Tutor<br>CLE19 Forecast V3<br>CLE20 Lottery Selector<br>CLE21 Crystal Crusade<br>CLE22 Bitty Ball<br>CLE23 Gungo<br>CLE24 Viking Skull<br>CLE25 Knight Fight (2)<br>CLE26 Space Power<br>CLE27 10 Pin Bowling<br>CLE28 National Hunt<br>CLE29 Crystal Quest<br>CLE30 Sentinel<br>CLE31 Dreamteam<br>CLE32 England World Cup (3)<br>CLE33 Astronutty<br>CLE34 Cyberdroid<br>CLE35 Winning Post (2)<br>Full reviews of all the excellent CLR range listed on our catalogue, along with reviews of 3000+ PD titles, which is 50p. |

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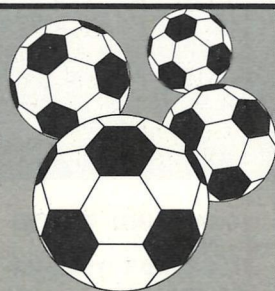
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| 024 ELF & PP HAMMER<br>025 HUNTER PLUS<br>477 CADAVA-VENUS FLY<br>022 GODS-T/MACHINE<br>026 ROBOP-C/TRECALL<br>055 SMASH-TV NOT A12<br>522 OSCAR CD A1200<br>815 LEMMINGS PACK<br>023 RICK DANGEROUS<br>472 TETRIS GAMEBOY<br>027 CHUCK ROCK-ICE                                                                  | 991 FATAL BLOWS<br>929 WRESTLING 2 DISK<br>938 MARTIAL SPIRIT<br>696 TO THE DEATH A12<br>290 FIGHT WARRIORS<br>930 A.B.H. A12 6 DISK<br>492 KARATE WARRIORS                                                                                                  | 465 KIDS PAINT<br>664 FUSION PAINT<br>561 ARTISTIX PACK<br>063 ULTRAPOINT<br>349 SPECTRA COLOUR<br>748 ILLUSION PAINT                                                                                                                                                                                                                                                                                          | 637 6 DISK COLBRUSH<br>633 7 DISK CLIP ART<br>901 9 DISK WORLD MAP                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |
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| SIMULATORS                                                                                                                                                                                                                                                                                                        | MANAGER GAMES                                                                                                                                                                                                                                                | CLASSIC - POP                                                                                                                                                                                                                                                                                                                                                                                                  | PROGRAMMERS                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       |
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# Superleagues

Well... not a great deal of change in the leagues this month, largely due to the general lack of stuff that's been worth including. Seems we said this last month too, so come on programmers, sod the Playstation and buck up!

## Arcade Adventure

- 1 **FIRST SAMURAI**  
Mirrorsoft
- 2 **ROBOCOP 3**  
Ocean
- 3 **D/GENERATION**  
Mindscape
- 4 **SECOND SAMURAI**  
Psygnosis
- 5 **HUNTER**  
Activision
- 6 **ANOTHER WORLD**  
US Gold



- 7 **JURASSIC PARK**  
Ocean
- 8 **HEIMDALL**  
Core Design
- 9 **THE IMMORTAL**  
Electronic Arts
- 10 **GOLD OF THE AZTECS**  
US Gold
- 11 **CADAVER**  
Renegade
- 12 **MOONSTONE**  
Mindscape
- 13 **CORPORATION** + Mission Disk  
Core Design
- 14 **LITIL DIVIL**  
Gremlin
- 15 **SPACE CRUSADE**  
Gremlin
- 16 **HERO QUEST** + Data Disk  
Gremlin
- 17 **ASHES OF EMPIRE**  
Mirage
- 18 **CYBERCON III**  
US Gold
- 19 **SWORD OF HONOUR**  
DMI
- 20 **LORDS OF TIME**  
Software Business

## Adventure

- 1 **VALHALLA/BEFORE THE WAR**  
Vulcan
- 2 **MONKEY ISLAND 2**  
US Gold
- 3 **INDY/FATE OF ATLANTIS**  
US Gold
- 4 **BENEATH A STEEL SKY**  
Virgin



## Second Samurai

Psygnosis 87% Issue 52

A superb blend of beat'em-up and arcade adventure set over a massive playing arena. Loads of bosses and hidden bonuses ensure that the game never fails to surprise or impress. Its predecessor promised an awesome sequel so it was only slightly disappointing to find that this is only 'fairly' great.



- 5 **STAR TREK**  
Interplay
- 6 **SIMON THE SORCERER**  
PDQ
- 7 **DREAMWEB**  
Empire
- 8 **LEGEND OF KYRANDIA**  
Virgin
- 9 **LURE OF THE TEMPTRESS**  
Virgin
- 10 **SECRET OF MONKEY ISLAND**  
US Gold



- 11 **CURSE OF ENCHANTIA**  
Core Design
- 12 **RISE OF THE DRAGON**  
Dynamix
- 13 **DARK SEED**  
Cyberdreams
- 14 **BLOODNET**  
Gametek
- 15 **THE CLUE**  
Black Legend

- 16 **LABYRINTH OF TIME**  
Electronic Arts
- 17 **MADDOG WILLIAMS**  
Game Crafters
- 18 **INDY/LAST CRUSADE**  
Lucasfilm
- 19 **KGB**  
Virgin
- 20 **MEAN STREETS**  
US Gold

## Shoot'em-up

- 1 **CHAOS ENGINE**  
Renegade
- 2 **DESERT STRIKE**  
Electronic Arts
- 3 **SKELETON KREW**  
Core Design
- 4 **TOWER ASSAULT**  
ATeam 17
- 5 **GUARDIAN**  
Acid
- 6 **ALIEN BREED 2**  
Team 17
- 7 **BANSHEE**  
Core Design
- 8 **PROJECT-X**  
Team 17
- 9 **ALIEN BREED '92**  
Team 17

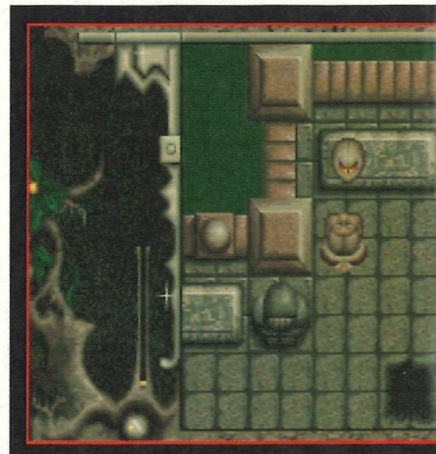
- 10 **BLOOD MONEY**  
Psygnosis
- 11 **ALIEN BREED**  
Team 17
- 12 **JUNGLE STRIKE**  
Ocean



- 13 **TURRICAN 3**  
Renegade
- 14 **SEEK AND DESTROY**  
Mindscape
- 15 **WALKER**  
Psygnosis
- 16 **SILKWORM**  
Virgin
- 17 **SWIV**  
The Sales Curve
- 18 **TURRICAN 2**  
Rainbow Arts
- 19 **OVERKILL**  
Mindscape
- 20 **ZEEWOLF**  
Binary Asylum

## Sports Simulation

- 1 **SENSIBLE WORLD OF SOCCER**  
Renegade
- 2 **MAN UTD: THE DOUBLE**  
Krisalis
- 3 **FOOTBALL GLORY**  
Kompact
- 4 **SENSIBLE SOCCER**  
Renegade
- 5 **GOAL**  
Virgin
- 6 **SPEEDBALL 2**  
Renegade
- 7 **PRO TENNIS TOUR 2**  
Ubi Soft
- 8 **MAN UTD LEAGUE CHAMPS**  
Krysalis
- 9 **PGA EUROTOUR**  
Ocean







## Tower Assault

Team 17 91% Issue 65

It's the best Alien Breed game to date, borrowing aspects from both its prequels to create yet another superblast. The atmosphere and gameplay make this well worth buying even if you've seen AB in all its other guises. A little bit too tricky at the outset maybe, but this is a slight blemish on an otherwise superbly presented game.



- 10 PREMIER MANAGER 3**  
Gremlin
- 11 JOHN MADDEN**  
Electronic Arts
- 12 PGA TOUR GOLF + Data Disk**  
Electronic Arts
- 13 PREMIER MANAGER 2**  
Gremlin
- 14 GRAHAM GOOCH CRICKET**  
Audiogenic
- 15 PREMIER MANAGER**  
Gremlin
- 16 MICROPROSE GOLF**  
MicroProse
- 17 ON THE BALL**  
Daze
- 18 WORLD CLASS RUGBY**  
Audiogenic



- 19 BRUTAL SPORTS FOOTBALL**  
Millennium
- 20 WINTER OLYMPICS**  
U.S. Gold

## Flight Simulation

- 1 REACH FOR THE SKIES**  
Virgin
- 2 FLIGHT OF THE INTRUDER**  
Mirrorsoft
- 3 GUNSHIP 2000**  
MicroProse



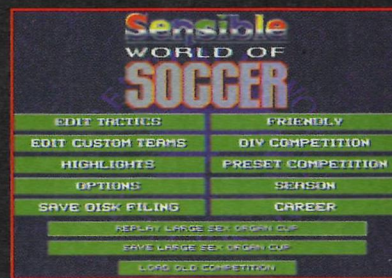
- 4 FALCON & MISSION** Disks 1 & 2  
Mirrorsoft
- 5 TFX**  
Ocean
- 6 TORNADO**  
Digital Integration
- 7 F117A**  
Microprose
- 8 COMBAT AIR PATROL**  
Psygnosis
- 9 B17 FLYING Fortress**  
MicroProse
- 10 OVERLORD**  
Virgin



## SWOS

Renegade 95% Issue 66

The game that has become synonymous with the Amiga was taken apart and smoothly put back together with a simple but effective management aspect squeezed in. With slightly enhanced playability and the chance to play as one of hundreds of teams from around the world, it is without doubt the ultimate sports sim.



- 11 DOGFIGHT**  
MicroProse
- 12 THUNDERHAWK**  
Core Design
- 13 F-19 STEALTH FIGHTER**  
MicroProse
- 14 THEIR FINEST HOUR + Data Disk**  
Lucasfilm
- 15 F-16 COMBAT PILOT**  
Digital Integration
- 16 A320 AIRBUS USA**  
Thalion
- 17 BATTLEHAWKS 1942**  
Lucasfilm
- 18 FIGHTER BOMBER**  
Activision
- 19 A320 AIRBUS**  
Thalion
- 20 A-10 TANK KILLER V1.5**  
Sierra

- 4 LOTUS ESPRIT TURBO CHALL**  
Gremlin
- 5 BUMP N BURN**  
Grandslam
- 6 FORMULA ONE GRAND PRIX**  
MicroProse
- 7 SUPERCARS 2**  
Gremlin
- 8 ROADKILL**  
Acid Software
- 9 LOTUS TURBO CHALLENGE II**  
Gremlin



- 10 ATR**  
Team 17
- 11 POWERDRIVE**  
US Gold
- 12 OVERDRIVE**  
Team 17
- 13 STUNT CAR RACER**  
MicroStyle

## Racing

- 1 SUPER SKIDMARKS**  
Acid Software
- 2 TURBO TRAX**  
Arcane
- 3 SKIDMARKS**  
Acid Software



## Valhalla

(and Valhalla: Before the War)  
Vulcan Software 94%  
Issues 59 & 66

Possibly the most instantly captivating game ever to come into the Amiga Action office. Not only is the speech amazing, but the fluidity with which the character moves is superb too, though the graphics could perhaps have been a touch brighter. Very tricky to finish, but easy to get into.



## Super Skidmarks

Acid Software 92% Issue 70

No sooner has Turbo Trax superseded Skidmarks as the number one racing game, than the next effort from Acid comes along and reclaims top spot. There's more of the same furiously out of control racing and some great new features too.



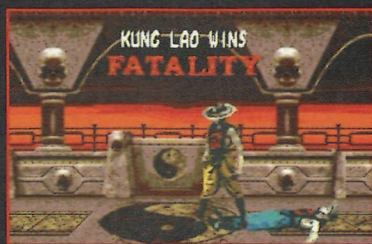




## Mortal Kombat II

Acclaim 93% Issue 66

Opinion in the office is divided, but by a hair's breadth this comes out as the best beat'em-up on the Amiga. It's fast, difficult and tremendous fun to play, with a fluidity of movement that is seldom seen. If there has to be a gripe it is the excessive disk swapping and inability to install it to a hard drive.



### 14 NO SECOND PRIZE

Thalion

### 15 NITRO

Psygnosis

### 16 LOTUS III

Gremlin

### 17 LAMBORGHINI

Titus

### 18 F17 CHALLENGE

Team 17

### 19 MICRO MACHINES

CodeMasters

### 20 JAGUAR XJ220

Core Design

### 6 BODY BLOWS

Team 17

### 7 BRUTAL: PAWS OF FURY

Gametek

### 8 PANZA KICK BOXING

Futura

### 9 TORVAK THE WARRIOR

Core Design

### 10 BODY BLOWS GALACTIC

Team 17

### 11 BUDOKAN

Electronic Arts

### 12 ELFMANIA

Renegade

### 13 STREETFIGHTER II

US Gold

### 14 ORIENTAL GAMES

Unknown

### 15 AFTER THE WAR

Dynamic

### 16 VIGILANTE

US Gold

### 17 WRATH OF THE DEMON

Readysoft

### 18 SHADOW WARRIORS

Ocean

### 19 FINAL FIGHT

US Gold

### 20 NINJA WARRIORS

Virgin

### 4 UFO

Microprose

### 5 DETROIT

Impressions

### 6 POWERMONGER + Data Disk

Electronic Arts

### 7 UTOPIA + Data Disk

Gremlin

### 8 MEGA LO MANIA

Mirrorsoft

### 9 POPULOUS II

Electronic Arts

### 10 CIVILISATION

MicroProse

### 11 DUNE II

Virgin

### 12 K240

Gremlin

### 13 PIRATES! GOLD

MicroProse

### 14 CAESAR

Impressions

### 15 SABRE TEAM

Krisalis

### 16 REUNION

Grandslam

### 17 D-DAY

Impressions



### 18 LORDS OF THE REALM

Impressions

### 19 GLOBAL EFFECT

Electronic Arts

### 20 VOYAGES OF DISCOVERY

Black Legend

## Arcade Strategy

### 1 CANNON FODDER

Virgin

### 2 FRONTIER - ELITE 2

Gametek

### 3 LIBERATION

Mindscape

### 4 ELITE

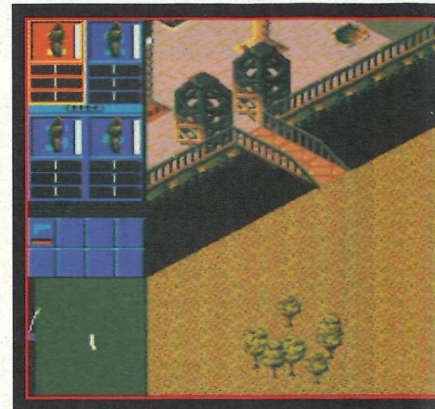
Rainbird

### 5 SYNDICATE

Electronic Arts

### 6 SPACE HULK

Electronic Arts



### 7 ARMOUR-GEDDON

Psygnosis

### 8 DYNABLASTER

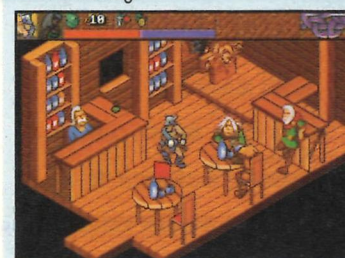
VBI

### 9 THE KILLING CLOUD

Mirrorsoft

### 10 HEIMDALL 2

Core Design



### 11 CANNON FODDER 2

Virgin

### 12 FLAMES OF FREEDOM

MicroProse

### 13 HIRED GUNS

Psygnosis

### 14 STARGLIDER 2

Rainbird

### 15 THEATRE OF DEATH

Psygnosis

### 16 STORM MASTER

Silmarils

### 17 SPECIAL FORCES

MicroProse

### 18 NORTH AND SOUTH

Infogrames

### 19 WAR IN THE GULF

Empire

### 20 PIRATES

US Gold

## Platform

### 1 LION KING

Virgin

### 2 ALADDIN

Virgin

### 3 JAMES POND 3

Millennium

### 4 RUFF 'N' TUMBLE

Renegade

### 5 FLASHBACK

US Gold

### 6 SOCCER KID

Krisalis

### 7 PUTTY SQUAD

System 3

### 8 BUBBLE N SQUEAK

Audiogenic

### 9 SUPERFROG

Team 17

### 10 NAUGHTY ONES

Kompart



## Sim City 2000

Maxis 93% Issue 65

Unfortunately this classic needs an absolute monster of an Amiga to run, but those who have the technology are treated to a superb looking, enticing, involving and completely enthralling strategy epic that tests your management skills to the limit. The game is so open ended that it could literally last you for years.







## Syndicate

Electronic Arts 93% Issue 47

Due for a resurgence on budget despite still adorning the shelves of most shops almost two years after release, *Syndicate* remains one of the best games of its type. 'Vicious' is the best way to describe it, though 'brutal' runs that a close second. Compelling from start to finish, with detailed graphics, and absorbing sound and gameplay.



## World of Lemmings

Psygnosis 87% Issue 67

After countless incarnations the Lemmings returned for another bout of attempted suicide, only this time they were bigger. Hailed as a throwback to the simplicity of the original, the All New World offers little in the way of originality but more than enough scope for Lemmings fans to wet themselves all over again.



## Aladdin

Virgin 92% Issue 65

Any doubts about the possibility of converting such a visual treat to the Amiga are soon dispelled as the game weaves its magic spell. You'll be humming the signature tune within minutes and falling over yourself to play it time and again. The atmosphere of the film has been faithfully re-captured, thanks to the ultra-smooth animation and excellent gameplay.



### 11 OUT TO LUNCH

Mindscape

### 12 KID CHAOS

Ocean

### 13 ZOOL

Gremlin

### 14 THE ADDAMS FAMILY

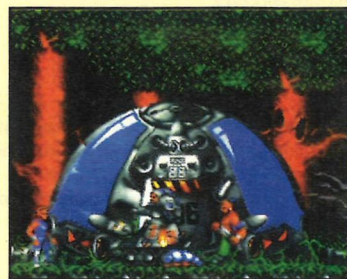
Ocean

### 15 ASSASSIN '94

Team 17

### 16 ASSASSIN

Team 17



### 17 PREMIERE

Core Design

### 18 GODS

Renegade

### 19 FURY OF THE FURRIES

Mindscape

### 20 ZOOL 2

Gremlin

## Puzzle and Quiz

### 1 LEMMINGS 2

Psygnosis

### 2 BENEFACTOR

Psygnosis

### 3 OH NO! MORE LEMMINGS

Psygnosis

### 4 LOST VIKINGS

Interplay

### 5 DIGGERS

Millennium

### 6 PIPEMANIA

US Gold

### 7 ONE STEP BEYOND

Ocean

### 8 PUSH-OVER

Ocean



### ALL NEW WORLD OF LEMMINGS

Psygnosis

### HUMANS/JURASSIC LEVELS

Mirage

## Role Playing

### 1 AMBERMOON

Thalion

### 2 DUNGEON MASTER

Psygnosis

### 3 CHAOS STRIKES BACK

Psygnosis

### 4 EYE OF THE BEHOLDER II

US Gold

### 5 LEGEND

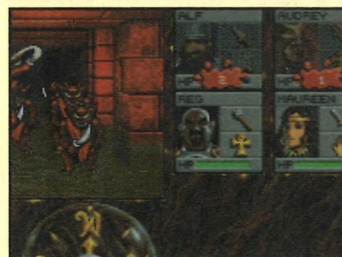
Mindscape

### 6 KNIGHTMARE

Mindscape

### 7 ISHAR 3

Daze



### 8 AMBERSTAR

Thalion

### 9 BLACK CRYPT

Electronic Arts

### 10 MIGHT AND MAGIC III

US Gold

## Bat 'n' ball

### 1 PINBALL ILLUSIONS

21st Century

### 2 PINBALL FANTASIES

21st Century

### 3 PINBALL DREAMS

21st Century

### 4 ARKANOID 2/REV OF

Ocean

### 5 SHUFFLEPUCK CAFE

Ubisoft

### 6 ARKANOID

Ocean

### 7 KRYPTON EGG

Rainbird

### 8 BUNNY BRICKS

Silmarils



### 9 LORDS OF WAR

Rainbow Arts

### 10 BOTICS

Krisalis

## What the hell's going on?

Once again – the new Superleagues work pretty much as they always did, only instead of six bland pages of the pointless lists that you seem to crave, we now have four. The recommended boxes are top games from each category that are still available to buy in the shops – games that we think your collection should include. So, there you have it – the Superleagues stay due to public demand, but we did manage to bugger about with them a bit.



# SwapShop

**Swap Police Quest 1 for King's Quest V, please please. Barbara, 01474 352655.**

**Wanted: Amiga A500 or A1200 penpals to swap games, utils, PD etc. For 100% reply write very soon to James Blythe, 3 Canterbury Avenue, Ely, Cambs, CB6 3DW.**

**Wanted: IFF sampled music sounds and IFF clipart graphics from Starwars trilogy. Will refund postage and disk costs etc. Thanks. Jason Waldron, 318 Middlepark Ave, Eltham, London, SE9 5QJ.**

**Amiga PD postal contacts wanted. Legal stuff only. Steve Edwards, 8 Alwin Close, Walton Court, Aylesbury, Bucks, HP21 8RP.**

**Sell Heimdall 2 AGA, Kick Off 3 AGA, Ishar 3, all £10. Frontier, Ultima VI £5. Wanted: Blade of Destiny clue book. Ray Pringle, 01904 796962.**

**3DO games for sale. Both still packaged - games are Return Fire and Gridders. £20 each. Tel Stoo on 0121 352 0426.**



**For sale: 10 Amiga games including Zool, F19 and [erm...] Big Box 2 [...?]. Sell or swap for Theme Park. Phone Tom on 01203 412963.**

**Swap Rise of the Robots for Moonstone. Genuine and original advert. I need this game! Phone (ASAP) Paul. 01695 733043.**

**A1200 for sale with Zippo ext drive, over £250 of games, three joysticks, two mice, five years warranty, mint. £290. Calum Roberts, 48 Barlogan Quadrant, Craigton, Glasgow, G52 1AM.**

**To sell: Heimdall £7, Dungeon Master/Chaos £12, Easy Amos £17, Populous £5, Beast £3, Lemmings 2 £12, Gooch 2nd Innings £5, Premier Manager £6, PM2 £10, Euro Champions £10, Sensi Soccer £6, Humans £12, Putty £10. Nick and Tim Clarke, 01723 890001.**

**Wanted: UFO, will pay up to £15. Only boxed original please. Richard Hall, 9 Kenningknowles Road, Stirling, Scotland, FK7 9JF.**

**CD32 & Amiga games for sale, send SAE for list to: Justin Castle, Tremorran, Upper Torrs, Ilfracombe, North Devon, EX34 8AZ.**

**A600 penpals wanted. Female gamers most welcome to discuss**

**anything at all. Colin Edwards, 18 Donald Road, West Croydon, Surrey, CR0 3EQ.**

**Will swap [No, you'll SWAP...]**

**Combat Classics 2, Bonanza Bros, Desert Strike, Jaguar XJ220, 25 blank disks, for European or American A320 Airbus. John Barber, 01278 429709.**

**Will swap [He's at it again] European Champions, Premier Manager 2, 30 blank disks for A320 Airbus Trainer. Same bloke as above.**

**Swap Days of Thunder, Police Quest, SFII, Theme Park for any game, especially Dune 2 and Hired Guns. William Melrose, 01334 656608.**

**Wanted: an original fully working copy of Gods. Will pay a fair price. Gary Armstrong, 01744 756417.**

**Amiga contax wanted. I have all the latest games. Send lists [Pirate!]....**

**For sale: Commodore A501 half meg upgrade for A500. Never used, boxed with instructions. Sell or £20.**

**G. Lester, 'Kentucky', Yeovilton, Yeovil, Somerset, BA22 8EZ.**

**Selling A1200 with 85mb hard disk, external drive, GFA Basic, Transwrite, Fast Prep 2, Photon Paint 2, Music-X with Midi Master, Pinball Dreams, Zool, Nigel Mansell's, Trolls, UFO, Theme Park, SWOS, Premier Manager 2, Mortal Kombat 2, Project-X and over 100 demo's and a disk box. Worth over £750. Sell for £550 ono. Gavin Gittins, 12 Pen Y Bryn St, Gadlys, Aberdare, Mid Glamorgan CF44 8DR.**

**For sale: Body Blows and SFII, £8 each, or will swap for Premier Manager 3. Call Gary on 01634 251890.**

**Amiga 500 plus well over 100 games, mouse and joystick £200. Ring 0151 609 0177.**

**For sale: SWOS for £15 and Body Blows Galactic for £15. Phone Alex on 0191 237 4560.**

**Amiga 500 2meg, colour monitor, printer, external drive, manuals, loads of software and tons of Amiga magazines. Phone Tom after 5pm. 01474 872199.**



**A500 with half meg upgrade, printer, colour Philips monitor, extra disk drive. Loads of superb games and utilities. Phone that guy above, who's sent in two coupons to save himself the price of a large ad.**

**Actually, we heartily recommend this. Alternatively you can just send a large ad with no money and it'll still get in. Just don't tell our bosses, OK?**

**Amiga 600 games for sale, from £3 to £20. Old and new games. John McConnell, 2 Montpellier Close, Coventry, CV3 5PL.**

**For sale: GameBoy including Tetris, Spiderman 2, Paperboy and lots of extras. £30. Call Chris on 01656 662353.**

**A1200 contacts wanted to swap hints, cheats, plus I need help with my hard drive. Brian, 95 Brierbush Road, Macmerry, East Lothian, Scotland, EH33 1PX.**

**Starting a PD library but I have no money. Please send disks to Andy, 13 Abbey Grove, Adlington, Lancs, PR6 9QB.**

**I'm selling my PD at great prices. I have hundreds of games, utilities, Assassins, demo's and a lot more all for sale at prices between 25p and 80p. Send a stamp for details to Paul Barlow, 49 Sherwood Road, Workop, Notts, S80 1QN.**

**My Premier Manager 3, Heimdall 2, Simon the Sorcerer, (all AGA), Cruise for a Corpse, Nippon Safes, Kyrandia, for your Innocent Until Caught, Theme Park AGA, On the Ball World Cup Edition, Hired Guns, Legends of Valour, UFO. Allan Brown, 0171 793 1185.**

**Benefactor, Harlequin, Robocop 3, Monkey Island, SWIV, Zool, all £5 each. Cannon Fodder, CF2, Skidmarks, Mortal Kombat, all £10 each. Liam Bailey, 57 Box End Road, Kempston, Bedford, MK43 8RP.**

**Amiga 600 with 2mb, joystick, mouse, 25 games including Theme Park, £250 ono. (Will split). Martin Bryant, 01732 366175.**

**A500, 1meg, mouse, joystick, PD's, games including MK2, SimCity. Sell for £250, must collect. Vinh Pham, 0171 733 8050.**

**CD32 and 12 games, including Microcosm, Sensible Soccer, Pinball Fantasies, with extra turbo controller, mouse and five demo disks. £200, buyre pays postage. Stephen Pollard, 01674 672867.**

**Amiga 600 wanted for under £150. Call 01631 565515, or write to Allan McKenzie, 34 McCaig Rd, Sorobo Oban, Argyll.**

**Swapnheimer Oriental Game, Chambers of Shaolin wanted for 500+, original, boxed no pirates! Swap for Enchantia, Kyrandia, wolfchild, Beast. 01325 485269**

**Amiga 600 contacts wanted in West Midlands area to swap games and tips. Your height is not essential (nor is a sense of humour apparently). Sir Malcolm Cluett, 253 Griffiths Drive, Ashmore Park, Wednesfield, Wolverhampton, West Midlands**

**For sale: A1200 with external disk drive £350 worth of latest games, joysticks, mags etc. All as new £350 ovno. 01732 362810**

**Swap either Enchantia, Loom, Monkey Islands or Indy Last Crusade for Simon Sorcerer, AGA preferred if poss. 0161 330 9776**



**Swap or sell Sim City and Zool for £10 each or swap for Jungle Strike, Cannon Fodder 2, 2 for 1. Any Offers phone Nick on 0457 873347**

**Wanted Rock Star Ate my Hamster for A500 with instructions if you have it. CALL Rich on 01743 365326 CD32 SX1 module for sale with drive and keyboard will swap for FMV or want £200. Nearly new with box and game Phone Rishi on 0494 482342**

**Amiga PD programmers wanted A500+ also for sale inc mouse, cables etc. Quick sale wanted call 01249 815097**

**Excellent PD at cheap prices for a superb catalogue send £1 to J Talbot, 259 Quemerford Calne, Wiltshire, SN11 8LA**

**A600 contacts wanted to swap hints and software. Gamers welcome ALA also wanted cheap external drive cash waiting. Colin 18 Donald Road, West Croydon, Surrey, CR03EQ**

**I would like contact with other A600 people. So come on and write all BABES world over. Enclose picture. Terje Mollestad. Jerpeveien 10, 4890 Grimstad, Norway**

**Help! Does anyone have a boxed copy of Goblins. Will pay a lot or swap. Tel: Matthew 01392 881183. Amiga penpals wanted! M/F. No Take That fans please! I'm human.**



# SwapShop

Write soon I want prnpals. Jenny 'Jenz' Harper, 43 Mavis Crescent, Havant, Hants. PO9 2AE.

For sale: A600, mouse, joystick, 2Meg RAM, boxed games and printer. £240 ONO. Phone Paul on 0113 2718698.

A1200 boxed as new £250. colour stereo monitor £100. Boxed games eg. C.A.P. Skidmarks, Lemmings 2 etc. £5.00. Tel: 01322 664136.

New to Amiga 600. Into FRPG, Arcade Adventure, shoot 'em up, strategy, platform. Also stuff for the kids. Sendinfo to: Martin Laidler, 19 The Barrows, Locking Castle, Weston-Super-Mare. BS22 8PA.

Mega Drive £35. 3 games, Master System, 5 games. Ring Ben on 01403 741699 in horsham. Also anyone got a cheap external drive? Wanted. Solution to Simon Sorcerer. Will pay £2. Send to: Joseph hanlon, 304 Den Lane, Springhead, Oldham, Lancs. OL4 4SG.

Swap Rise Of The Robots for Elite 2 or UFO, SWOS, MK 2, Theme Park. Ged McDonnell, 19 Laurel Grove, Greenacres, Dundalk, Co. Louth, Rep. Of Ireland.

For sale: Body Blows, KGB, Transarctica, Epic, Pacific Islands £5, Overdrive £10, UFO £15. Phone James on 01622 691485.

Sell FIFA International Soccer £19 or swap for Champ. Manager 94 and 95 data disk. Phone Kevin on 01670 367737.

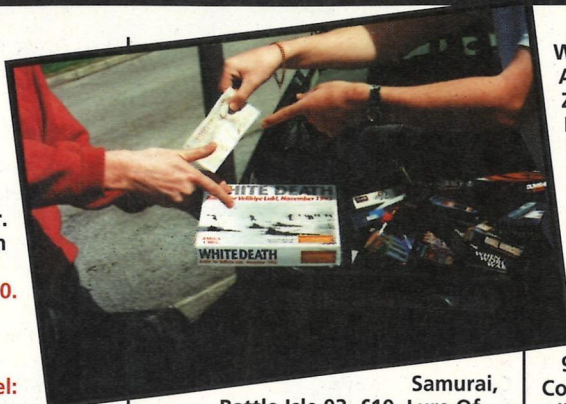
Wanted RAM for A1200, 1 Meg or 2 Meg. Must be cheap. Willing to swap any of my boxed games. Call please. 01922 496806.

A500 1 Meg: Accessories, games (boxed), plus video 4 head, 2 speed, remote (boxed). VGC. Wanted: A1200, games. Steve, 47 Portland Gate, West Hove, East Sussex. BN3 5NH.

Sega Game Gear, 9 top games, Master System converter, mains adaptor, carry case. All boxed for £90. Please ring 01630 654130.

For sale, Theme Park, Syndicate, plus extra missions disk, Pinball Illusions £15 each, Robocop 3, Desert Strike £10 each, all boxed with instructions, ring Peter on 0181 303 8888, evenings.

Selling Second



Samurai, Battle Isle 93, £10, Lure Of The Temptress £8, Flight Of Intruder, Harlequin £6, Conqueror £4. Phone Julian on 01633 891340. CD32 Spectacular voyage package, 6 top games still sealed. 12 month warranty. Genuine reason for sale. bargain £175 ONO. More details on 01642 491262.

A1200 for sale plus external drive. 5x joysticks, 2 mice £550 worth of games and 200+ disks. 50+ worth of mags and more. total £1300, sell for £700. Steven Foley, 6 Brigadier Hill, Enfield, Middlesex. EN2 0NQ. Phone 0181 367 3126.

Swap/sell Cannon Fodder 2, Jungle Strike, Football Glory, X-It, Burn Time, Alien Breed, latest and oldest titles. Phone 01742 699544.

A600, monitor, colour printer, B&W scanner, midi interface + software, over £100 of games, 2 oys, 1 mouse, all boxed £425, offers available. Phone 01904 477986. Computer games for sale. ranging from UN Squadron up to Cool Spot, Pugsy, Cliffhanger, Bump + Burn. Accept decent price or swap. Mark Burdus, 23 Kempley Road, Okehampton, devon EX20 1DN. Phone 01837 53789.

Wanted: C64 5 1/4" disk drive. Also looking for C64 games on tape and disk. Originals in good condition especially. Phone 01224 572026.

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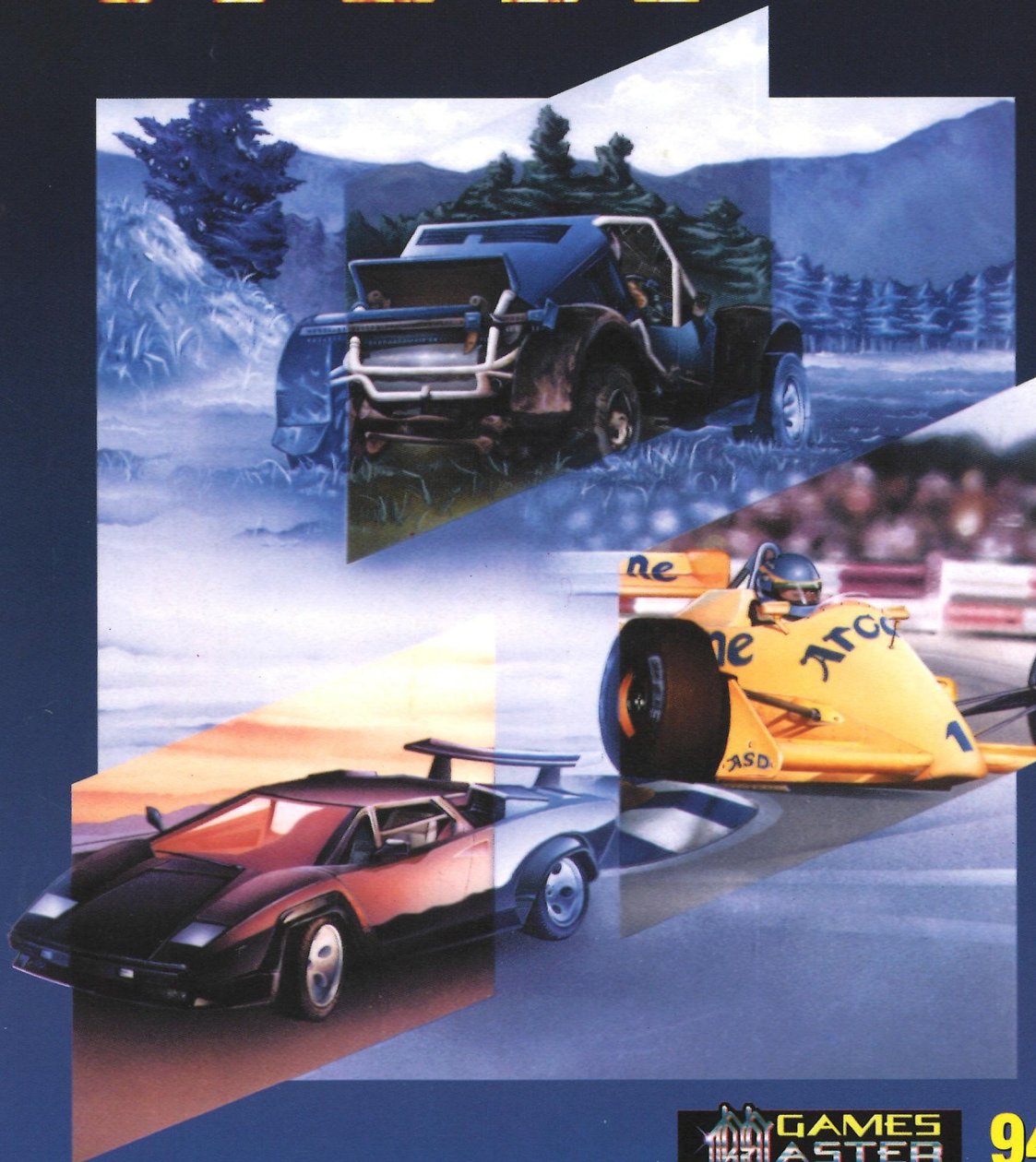
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